MAGAZINE OF THE YEAR

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- MICKEY MOUSE II
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AWESOME ECCO THE DOLPHIN POSTER INSIDE!

WITH "ROAD RASH II" AND "LOTUS TURBO CHALLENGE", YOU CAN PLAY HEAD TO HEAD WITH YOUR DEAR OLD DAD.

So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.

The bad news is that the old man thinks he has what it takes to give me "a driving lesson".

Leaving him to eat dust on a desert highway, ought to convince him otherwise.

Call the EA Hint Line!

For the latest news call the EA Information Line 24 hours a day, 7 days a week **0839 106000**

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WELL WHOOPIE...

MEGA DRIVE

Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

There still aren't any.

And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.

And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!

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Bulls v. Lakers (Sega) 0839 106001,
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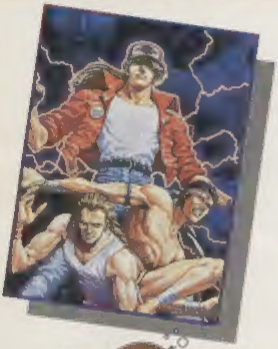
CONTENTS

COVER STORY



EXCLUSIVE

FINAL FIGHT CD 16

So, you want to know about what could be greatest combat game for the Mega-CD eh? Turn to page 16 for the best pics and the full story on the stunning conversion of the top Capcom coin-op, Final Fight!

Check out the contenders for the coveted position of top Megadrive beat 'em up! Contained within this mag is all the info on Fatal Fury, Deadly Moves and Muhammad Ali Boxing!

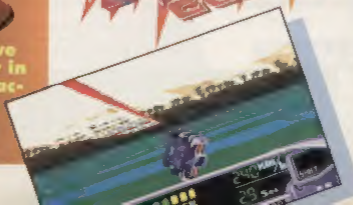
DEADLY MOVES

MEGADRIVE REVIEWS

DEADLY MOVES 40
MUHAMMAD ALI BOXING 48
G-LOC 68

OUTRUN 2019 84 EXCLUSIVE
MEAN MACHINES
brings you the fully exclusive review of the latest chapter in the Outrun saga — future racing in the very interesting Outrun 2019!

OUTRUN 2019



MASTER SYSTEM

MICKEY MOUSE II 52

Cor, are we great or what? Check out the EXCLUSIVE review of the hottest Master System game for years — Mickey Mouse II! Hurrah! EXCLUSIVE

BATMAN RETURNS 64

TS

Hook on the Mega-CD — is it any good or are we jerking your chain or what? You'll just have to read the review won't you...

GAME GEAR REVIEWS

THE LITTLE MERMAID 72
MEGA-CD

HOOK 44 EXCLUSIVE
So, you quite fancied the Super NES version of this game eh? Well take that and add an awesome soundtrack and what have you got?

AFTERBURNER III 74

WOLFCHILD 80 EXCLUSIVE!
Core Design have a reputation for producing top-class games. Will Wolfchild enhance their already considerable reputation?

MEGADRIVE PREVIEWS

MEGADRIVE
CYBORG JUSTICE 20
MASTER SYSTEM
RAINBOW ISLANDS 92
JAMES BOND 95
KRUSTY'S FUNHOUSE 96

GAME GEAR PREVIEWS

CRASH DUMMIES 92
SPIDER-MAN II: 92

REGULARS

EDITORIAL 6
Some more Editor-related tomfoolery from the man with the masterplan, Rich. Crikey.

NEWS 10
Learn about the greatest new games for all the Sega systems in our fine news section!

MEAN YOB 22
The YOB's back, dealing with letter writers in his daringly unconventional manner.

Q+A 28
More you-send-in-the-questions-and-Jaz-writes-some-answers malarkey with the man himself.

TIPS 32
We've certainly got our tips out this ish, with tons of topper mini-tips and a highly exciting Streets of Rage II Tips Special!

CHARTS 62
Winner of 1992's Most Boring Section of the Mag returns... but next month it's going to be a lot more exciting, we promise.

LOOKBACK 88
Jaz and Rich take a trip down Nostalgia Street and re-review those old games as only they can.

MEGAMART 98
More small ads-style action in the console industry's equivalent of a jumble sale.

REGIONAL SPOTLIGHT 100
Want to discover the best software shops in your area? Examine these pages.

THE GAMES INDEX 104
MEAN MACHINES brings you the complete World of Sega on six, yes six, pages brimming over with excitement.

WHODUNNIT

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EMMA "BYEEEEE" SADLER
PUBLISHER
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SPECIAL THANKS TO: Technics for their brill portable CDs, as used by Rich, Paul, Gus and Gary Harrod.

OFFICE PHRASEOLOGY I "UP YOUR KILT"
A phrase devised by the resident linguistic genius, Gary Harrod, "up your kilt" is a standard response to a difficult and/or impossible series of requests.

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EDITORIAL

WE NEED YOUR HELP!

I could go on about what a fab issue we've got here — after all, take a look at our main story — Final Fight CD and it's mega! However, instead, I'm going to ask you lot for your help.

Detailed elsewhere on this page is our new, regular 'It's the Pits' section, where you lot decide which parts of the mag are fab and which parts you'd rather remove from the mag and flush down the toilet.

I'm also going to be restoring the fine section that is Insults Corner in the next issue of MEAN MACHINES. So, if you want your picture printed in MEAN MACHINES, now's your chance (the only slight downer being that you'll be insulted in front of readers the World over!). Send in your entries to I'M UGLY AND WANT TO BE MERCILESSLY PUT DOWN, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

If you've got any other interesting photos of fascinating stuff you'd like to see on these pages, send 'em in to us — the best will receive a bijou MEAN MACHINES prizette (or something).

In the meantime, enjoy the issue!

RICH LEADBETTER

IT'S THE PITS!

Nobody's perfect — even we have to admit that sometimes. But someone's had the bright idea of trying to have a laugh at our own expense, and maybe improve the mag in the process. So 'It's the Pits' has been born. Just give each of the sections detailed below a mark out of ten and send in your finished form to MEAN MACHINES! We will compile a chart of the best and worst of MEAN MACHINES and maybe see to changing some of the things you don't like in the mag. Viva democracy! Indeed.

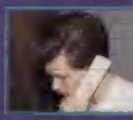
COVERS		LOOKBACK		NICE COMMENT:	
NEWS		NEXT MONTH			
REVIEWS		CHALLENGE			
RATINGS		GAME INDEX		NASTY COMMENT:	
CHARTS		SMALL TIPS			
PREVIEWS		PLAYER'S GUIDES			
YOB		HOTLINES		MY GREAT IDEA:	
Q&A		EDITORIAL			
HIGH SCORES					

JULIAN "EDDIE KIDD" RIGNALL

"I was showing off my motorcycling prowess down on Southend seafront by wheelying all these speed humps when the 'Babylon' pulled up and proceeded to give me the "just who do you think you are sonny-jim — Evil Knievel?" routine. Of course I apologised unreservedly for my inconsiderate act and waited until the policeman had driven off. Then I revved up and whacked off all the other speed humps! Yeehaaa!" What a rebel, eh readers?

CURRENT FAVE GAMES:PGA TOUR GOLF II, ROAD RASH II

RICH "STOP IN THE NAME OF DIOR" LEADBETTER



Being editor of the UK's top-selling all-Sega mag, Rich has to be beyond reproach. In fact, in order to qualify for such a position all candidates must undergo a rigorous vetting process in which their records are checked for any 'previous'. However, we can exclusively reveal that Rich was on the most-wanted list of the Taste Police for crimes of fashion too hideous to print. Suffice to say that his mum has now stopped ironing his jeans with a crease down the middle!

CURRENT FAVE GAMES:STREETS OF RAGE II, ECCO, CYBORG JUSTICE, RAINBOW ISLANDS (MS), STREET FIGHTER II: CHAMPI-

LUCY "SUBSTANCES" HICKMAN

"I was stopped by one of the 'guardians of the law' one evening," muses Lucy. "Anyway, because of my slightly merry state — I wasn't drunk, just casual! — he decided to search me. Blow me if he didn't find an Oxo cube in my pocket — I'd been making a casserole! Of course he didn't believe this and took the 'sample' off for analysis. Did he end up with a red face or what!"

CURRENT FAVE GAMES: COLUMNS

OZ "SQEAK" BROWN

Oz, like Rich, is a virtuous sort who has always steered clear of trouble and lived to the last letter of the law. However, we have recently learned of a disturbing number of small rodent-related crimes in the Farringdon area of late. Oz, naturally, denies any involvement, but there have been several sightings of him carrying a small cage and a large block of cheese! Lock up your gerbils!!!

CURRENT FAVE GAMES: GOING TO CHINA ON HOLIDAY

ANDY "RED HANDED" MCVITTIE

"I had been out at one of those nightclub-type affairs enjoying the odd glass or two of mineral water," laughs Andy. " Anyway, we were all in 'high spirits' when we left and when we saw a ladder propped up against this building, it was just too good an opportunity to miss. Imagine then our surprise when, as we were about ten feet up, we spotted this 'black maria' parked right next to us with its attendant 'constable' shaking his head and, er, beckoning us to come down," he continues. "It took us fifteen minutes to convince him that we weren't trying to break in to the building and were in fact just good-natured revellers. Schlang!"

CURRENT FAVE GAMES:MICRO MACHINES, LANDSTALKER

RADION "CREEPY-CRAWL" AUTOMATIC

"One night at around half past three, me and my mate John decided that we were going to go down the park," smirks Rad, guiltily. "So off we sneaked, dressed in black jumpers and balaclavas to have a laugh. That was until we noticed we were being followed by this strange van. We legged it but we were caught. Imagine our surprise when it turned out to be an unmarked 'meat-wagon'. The two plain-clothes coppers took down our details then took us back to my house. Imagine my further surprise to find a meat-wagon convention and some of those vicious dogs parked outside when we arrived.

Apparently they thought we were dangerous escapees from the local home for the criminally insane!!! Schlang!"

CURRENT FAVE GAMES:LANDSTALKER, MICRO MACHINES, KRUSTY'S FUN HOUSE (MS)

ANGUS "WE SHALL NOT BE MOVED!" SWAN

"I went on this student demo with a rather "militant" mate of mine," begins our right-on writer, "Anyway the march was progressing peacefully enough, but my mate decided he was going to have a lie-down protest. However, out of the thousands of marchers, he could only gather about ten volunteers and the 'boys in blue' were soon on the scene. It was then that my mate started a bit of "nonaggressive direct action'. In other words he started squaring up to the nearest and biggest constable, and I soon found myself acting as some sort of peacemaker! Fortunately we weren't arrested and laughed about our 'confrontation' later on that evening over brandy and caviar." Is that what's called champagne socialism?

CURRENT FAVE GAMES:MUHAMMAD ALI, ECCO, MICRO MACHINES, GEMFIRE

PAUL "GULP!" DAVIES

"A mate and me were driving around the Town Hall car park one night when we bumped into a parked car causing rather a nasty scrape," confesses Paul. "Oddly enough, we decided to report our little bash to the local constabulary. So we made up an unconvincing story and told it to the ominous-looking "assifer" behind the desk. Imagine my surprise when I went to my other mate's house later on to tell him about the incident, only to find the *same* copper sitting down having a brew — it was only his Dad's best mate! Schloop!!"

CURRENT FAVE GAMES:LANDSTALKER, THUNDERFORCE IV

DAVE "HAIR DRYER" KELSALL

"I used to be a bit of a scooter boy," admits Dave unashamedly. "Well, I was giving this gorgeous 'dolly bird' a lift home late one night on my good-as-new-but-completely-knackered-and-uninsured Lambretta, when my noisy exhaust caught the attention of a policeman who was busy nicking a motorist who'd parked his car on a round-about. When heard the racket we were making he decided to chase us instead. He was just about to collar us when these boy racers went screaming past, so he changed his mind again and went after them! What a lucky escape. Schtonk!"

CURRENT FAVE GAMES:STREETS OF RAGE II, LANDSTALKER, ECCO

TOM "DOWN BOY" COX

"We were having a party on Hampstead Heath late one night," begins our resident miscreant, Tom. "Anyway, a few of us who'd had perhaps a little too much shandy decided that we'd set fire to the bins surrounding the nearby lake. However, what we didn't see was the number of night fishermen around the lake, they took great exception to our activities. Next thing we knew, the rozzers pulled up. We all scarpered in different directions and everyone escaped except me — I ran straight into a bush and was soon found by the snarling Alsations that they'd sent in pursuit. I thought I was done for. Fortunately the dogs were dead friendly and, strangely enough, the police saw the funny side and let me off! Schrelp!"

CURRENT FAVE GAMES:BIO HAZARD BATTLE, ROAD RASH 2

FRASER "ROXX-ANNE" GRAY

Fraser is really a rather clean-living boy at heart who would prefer never to have had a brush with the long arm of the law. However he does have a Police record. Several in fact. However, his favourite is Regatta De Blanc. Hmmm.

CURRENT FAVE GAMES:ECCO

THANKS CORNER

This month we were determined to bring you the latest Mega-CD reviews, and we wouldn't have been able to do so were it not for the assistance of Advance Console Entertainment (who managed to get hold of an American Sega-CD incredibly quickly for us). They're situated at 3 Lowndes Court, Carnaby Street, London. Call them on 071 439 1185! If you've got a Mega-CD and want it converted to run ANY game from ANY country, give them a call! Also, thanks to the Video games centre (0202 527314) for the loan copy of Landstalker.

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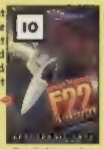

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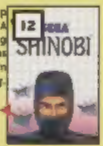

12 **Shinobi**

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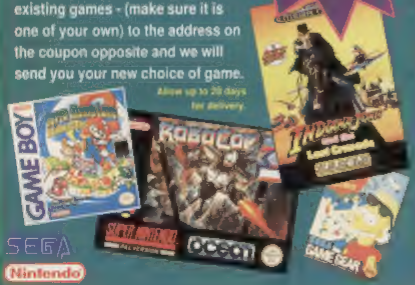

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NEWS

NIGHT TRAP

Aaieee! American culture is being threatened with extinction! A strange and evil family, the Martins, are kidnapping unattached beautiful females of between 16 and 19 and turning them into a soft drink! Together with their evil servants, the Oggers, the Martins lure the 'chicks' to their mansion with promises of slumber parties and enough 'ice cream' to make them all sick, before bundling them into the basement laboratory. Who'll star in Baywatch? Who'll watch Beverly Hills 90210? Heck, who's going to listen to Marky Mark if not those all-American visions of stereotypicality? Luckily, all is not yet lost. The Sega Command Attack Team have gotten wind of the Martins' evil plans and have dispatched a strike force of saboteurs to the Martin mansion.

You play the operation coordinator. It's your job to track the maniac family and their malevolent slaves through the house, triggering pre-set traps at the right moments to catch the rie'er-do-wells and save the unattached beautiful females of between 16 and 19. Should any of the lasses bite the dust, your mission is over.

However, all is not as simple as it seems. The action rolls on in real-time in eight locations simultaneously, and you have to keep your eyes on all of them! Plus, the traps are triggered by colour codes, which are continuously being changed by the Martins themselves! In order to keep track of the new codes, it's essential to listen in to the Martins' private conversations, by means of monitors and microphones concealed around the mansion.

Night Trap is one of those lovely full-motion video titles we've all been waiting for, which means all the graphics are real actors and sets, including Dana Plato, ex-star of Diff'rent Strokes, starring as the hard-bitten SCAT leader. The graphics do have a grainy, slightly pixilated look to them but they're still very impressive, as is the sound. As for the gameplay, well, the jury's still out on that one (but Lucy was raving about it constantly after playing it for a few hours). The gameplay's definitely lively and more challenging on the old brain than the reflexes but the lasting appeal is as yet unknown. Still, as a showpiece for the Mega-CD, Night Trap is undoubtedly going to take some beating.

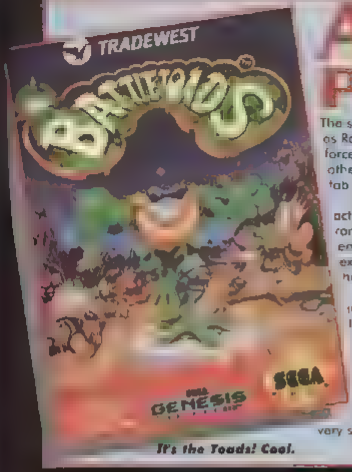
▲ *Check out the fabulous graphics on Night Trap! Mega!*

Here's what you've been after! The complete list of Sega games announced at the recent CES Show!

GENESIS

Amazing Tennis	Sammy	Grand Prix	Time Gal	T2: Judgment Day	Flying Edge
Absolute	Fighting Masters	Domark	Time Gal	Flying Edge	Acclaim's World Cup
TOYS	Sammy	Tony La Russa	Time Gal	Acclaim's World Cup	Soccer
Absolute	Mortal Kombat	Baseball	Time Gal	Soccer	Flying Edge
Super Battletank	Arena	Electronic Arts	Time Gal	Flying Edge	Wheel of Fortune II
Absolute	Warrior of Room II	BOB	Time Gal	Wheel of Fortune II	Gametek
Sorcerer's	Bignet	Electronic Arts	Time Gal	Gametek	Family Fued
Kingdom	Dashin' Desperados	Jungle Strike	Time Gal	Family Fued	Gametek
Sammy	Data East	Electronic Arts	Time Gal	Gametek	Jeopardy II
Breach	High Seas Havoc	Bart's Nightmare	Time Gal	Jeopardy II	Gametek
Sammy	Data East	Flying Edge	Time Gal	Gametek	Humans II
Haywire	MiG-29	NFL Quarterback	Time Gal	Humans II	Gametek
	Domark	Club	Time Gal	Gametek	Kawasaki
	Team Williams	Flying Edge	Time Gal	Kawasaki	

ACNE POWER



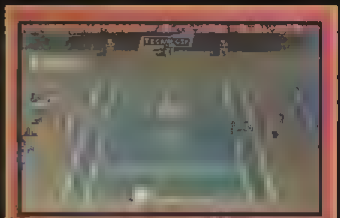
The spotty amph bians are out n fine force as Rash Pimp e and Zitz battle against the forces of evil (presumably Biocto and other related noxious substances) in the fab new Megadrive game Battletoads.

Alone or with a mate t s fighting action all the way as the ooz ng ones rampage through 12 levels of awesome enem es to squeeze out the pus ridden existence of the evil Dark queen and her bacterial cronies.

Pimp e and the fair pr ncess (although fa r to a toad may not mean the same to us humanoids) have been snatched by aforement oned Dark Queen so it's up to you as Rash and Zitz to rescue them.

Out now n the US, Battletoads from Tradewest should be winging its way across the ocean to the UK very soon. Stay tuned for further updates.

It's the Toads! Cool.



OH BALLS!

BIG

Now you lot might think that not one, not two, not ten but FIFTY TWO whole games on one wafferthin Megadrive compatible cart would be a really good deal at the knockdown price of just £129.99.

But BEWARE, because although this little purple widget is indeed packed with 52 individual games, from what we've seen so far they're about as technically sophisticated as a brick, as much fun as leprosy and have the playability of a dead haddock.

None are official Sega games (hardly surprising since we're sure Sega would rather have hot pokers up the jacksie than grant this a licence) and they range from the utterly dire to the completely banal.

Produced by American based Active Enterprises Ltd the games include such well known (?!) gems as Warlock, Dead Ant, Giant Slalom (oo-er — Lucy), Star Evil, Skirmish, Air Command, Simon, Bonkers (oo-er — Rich), Magic Bean, Zulu the list is endless and very forgettable.

However, we'll bring you a full review soon so you can make up your own minds — provided Sega don't hit them with a law suit beforehand that is.

Gametek
Hatris
Globetrotters
Gametek
Wolfchild
JVC
Deadly Moves
Kaneko
Chester Cheetah
Too Cool To Fool
Kaneko
Tiny Toons
Konami
Rocket Knight

Adventures
Konami
Sunset Riders
Konami
Teenage Mutant
Ninja Turtles
Konami
Championship
Bowling
Mentrix
Nolan Ryan Express
Mentrix
F-15 II
Microprose

Pirates! Gold
Microprose
Outbuster
Mindscape
Cal Ripken Jr
Baseball
Mindscape
Gods
Mindscape
Miracle Piano
Teaching System
Mindscape
Rolling Thunder III
Namco

Splatterhouse III
Namco
Cine-
Parker Brothers
Monopoly
Parker Brothers
Keeper of the
Gates
Razorsoft
Hovers of Thunder
Razorsoft
Hook
Sony
Dracula

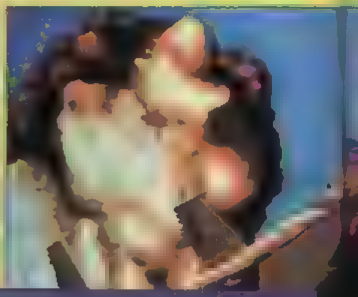
IT'S MEGA (CD)!

[illegible] completely and [illegible] by Official Mega CD will definitely hit the streets in the first week of April. Sega will eat their hats probably.

And since we're so [illegible] good to you [illegible] some official Mega games you can [illegible] up to go with it. All [illegible] £9.99 except Night [illegible] set you back a whopping £49.99 and the adventure jaunt Sherlock Holmes which will sting you for £44.99.

Other than that there's the much hyped driving game Jaguar XJ220, Wolf Child (see reviews this issue) Black Hole Assault and Prince of Persia. A full rundown on the whole bunch should be with in the pages of the next issue of MEAN MACHINES SEGA.

FLYING



YO! MARKY IN THE HOUSE!

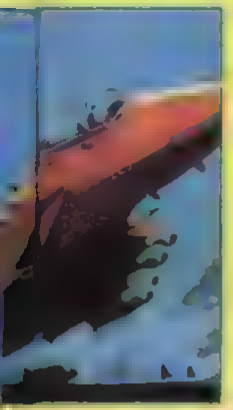
Sony
Cliffhanger
Sony
ESPN Baseball
Sony
ESPN Football
Sony
Last Action Hero
Sony
Blaster Master II
Sunsoft
Batman Return of the Joker
Sunsoft

Aero the Acrobat
Sunsoft
Thomas the Tank Engine
THQ
Wayne's World
THQ
Time Trax
THQ
Chase HQ II
Taito
Hit the Ice
Taito
The Flintstones

Taito
Fatal Fury
Takara
King of the Monsters
Takara
Andre Agassi Tennis
Tecmagik
Tecmo Super Bowl
Tecmo
Paperboy II
Tengen
Race Drivin'
Tengen

Road Riot
Tengen
Battletoads
Tradewest
Indy Heat
Tradewest
Flashback
US Gold
Strider II
US Gold
King Salmon
Vic Tokai
Cool Spot
Virgin

TONIGHT



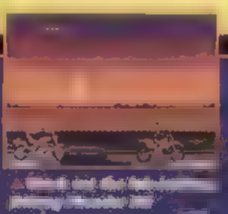
▲ *Check out these excitement-packed screenshots!*

Coo-er, those Microprose peeps are flying high at the moment. And before you jump to conclusions, they're not on drugs or heaven forbid, Shomen addicts (eh? — Rich) or anything like that. No, they're simply jumping on the Megadrive bandwagon for the first time with the rather spiffy flight sim type thingy — F-15 Strike Eagle II.

According to the flyer you can dive, soar, strike, twirl, pitch, burn, act, react, fire, flatten, shatter, tangle, swoop, land, chase, escape. Er, hum, right fine 'nuff said methinks. Except, from what we've seen so far it's looking pretty stonking as the screenshots on this page show but naturally we'll fill you in real soon!

SPLAT IS BACK

ON A ROLL



Uh Oh's Pin
Challenge Golf
Virgin
World Trophy Soccer
Virgin

MEGA-CD

Mad Dog McCree
American Laser Games
Space Pirates
American Laser Games

Who Shot Johnny Rock?
American Laser Games
Gallager's Shooting Gallery
American Laser Games
Alien Arena
Mortal Kombat
Arena
WWF WrestleMania
Flying Edge

Introducing the HUMANS
Gametek
Brutal
Gametek
Monkey Island
JVC
Helmdall
JVC
Dungeon Master II
JVC
Thunderhawk
JVC
Monkey Island II

JVC
Jaguar XJ220
JVC
Wolfchild
JVC
Wonder Dog
JVC
Road Avenger
Renovation
King's Quest
Sierra
Mixed-up Mother Goose
Sierra

NEWS

PIONEERING SEGA

Sega has joined forces with Japanese giants Pioneer to produce software for their CD+G disc player. This machine is designed to play CD+G discs which are basically normal CDs with extra graphics information. Pioneer have already released a number of CD+G titles in Japan and Sega are planning to release a number of titles in the UK.

SEGA LOCK-OUT CHIP: THE FACTS

As we revealed months ago in MEAN MACHINES SEGA, Sega are starting to add lock-out chips into their games — making import games completely incompatible with official machines. Now MEAN MACHINES is ready to give you the full story.

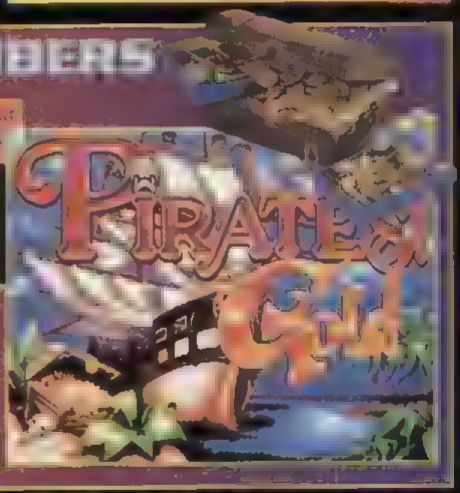
First of all, let's dispel some myths. The lock-out chip isn't a chip at all — it's just an addition to the cartridge's game code. Every Megadrive has two registers that can be read to tell the game what speed to run at (50 MHz for Europe, 60 MHz for the US and Japan) and what country the console originates from. The game checks its own code to that of the console and if they're not compatible, the game doesn't run.

Sega are making a concerted effort to make every US and Japanese game protected in this way. We do know that Virgin Games are also protecting their games in this way, as are most of the other third party manufacturers like Konami.

If, however, you are anxious to be able to run all cartridges from every country, Advance Console Entertainment of London are the guys for you. They're able to adapt Megadrives and add switches to the machine that effectively change it into an American, Japanese or UK machine! For more details on this modification, give them a call NOW on 071 439 1185.

SHIVER ME TIMBERS

It's pieces of eight, yo ho ho and a bottle of rum, wooden



Stellar 7
Sierra
Space Quest
Sierra
Willy Beamish
Sierra
Make Your Own Music Video
Sony
Dracula
Sony
Son of Chuck
Sony
Cliffhanger
Sony
ESPN Baseball
Sony
ESPN Football
Sony
Jeopardy
Sony
Journey to the Centre of the Earth
Sony
Last Action Hero
Sony
Wheel of Fortune
Sony
Chuck Rock
Sony
Hook
Sony
Sewer Shark
Sony
Pit-Fighter II
Tengen
RBI 5
Tengen
The Terminator
Virgin
Out of this World
Virgin

GAME GEAR

RC Grand Prix
Absolute
Taz: The Arcade Game
Absolute
Mortal Kombat
Arena
James Bond
Domark
Team Williams

SHINOBI III: DELAYED!

Shinobi fans eagerly awaiting the topper Shinobi III: Return of the Ninja Master, are going to [illegible] it up and make it a lot more presentable.

MEAN MACHINES reckoned

TOUGH DUDES KICK MASTER SYSTEM ASS!

...System owners into ...em ups and/or ninjas?

gameplay and all but Master...

Grand Prix	Flying Edge	Sages Creation	Tengen
Domark	WWF Steel Cage	Dracula	Battletoads
Desert Strike	Challenge	Sony	Tradewest
Domark	Flying Edge	Hook	Strider II
Arch Rivals	Wheel of Fortune	Sony	US Gold
Flying Edge	Gametek	Cliffhanger	Double Dragon
Krusty's Fun House	Introducing the	Sony	Virgin
Flying Edge	HUMANS	Last Action Hero	Global Gladiators
Spider-Man: Return of the Sinister Six	Gametek	Sony	Virgin
Flying Edge	Jeopardy	Chase HQ	Robin Hood: Prince of Thieves
Bart vs the World	Gametek	Taito	Virgin
Flying Edge	Devilish	Paperboy II	
TE: Judgment Day	Sages Creation		
	Super Golf		

PREVIEWS

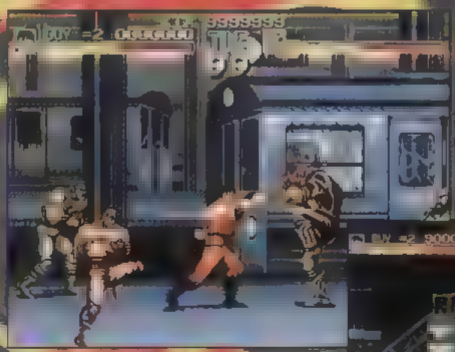
Final Fight

...on Streets of ...Rage II' be best-... as the greatest ...scrolling beat 'em up... available for the ...Megadrive!

Final Fight CD ...

...is pretty ...faintless, but best... ...Bay City. He's ...been ...as the pup... ...get ...has re... ...Never fear, ...

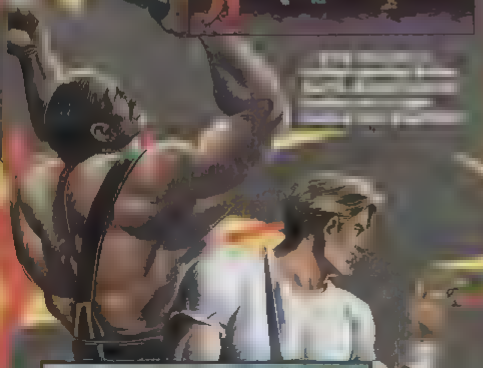
...ugh and enlists the aid of Jessica (...), Cody, and Hi... ...the hard way ... ...the streets of Metro... ...uptown HQ of Belg...



ACTOR

Unlike the Super NES ...ion of Final Fight, the Mega-CD version has incorporated all three characters from the original arcade game and has simultaneous two-player action programmed in too! The profile of each player are contained in this preview!

We f... ...ighty' ... ...and her dad... ...and some... ...a bad mare... ...has made it ... ...all this daughtiness won't turn up in the official European version!



HAGGAR

Occupation: Mayor/wrestler
Height: 6.6ft
Weight: 397lb
Haggar's an ex-street fighter who retired to become mayor of Metro City. Now he's been brought out of retirement and astounds with his powerful attacks and wrestler throws. His piledriver and double lariat attacks are greatly admired and copied by Zangief, of Street Fighter II fame (or so the Super NES Street Fighter II instructions proclaim).

CODY

[illegible]
who's also adept with knives. Whereas the other characters can only throw knives at their targets, Cody is able to slash, which causes a great deal more damage than ordinary punches. Another advantage that Cody has is his undeniable speed, enabling him to avoid more attacks than Haggar and punch a lot quicker.

GUY

Height: [illegible]
Weight: 158lb
Guy's well versed in the arts of the ninja, enabling him to attack incredibly quickly, coming up with devastating combinations of punches and kicks. He's even faster than Cody which comes in handy for inflicting attacks (as does his [illegible] attack). The downside to Guy's talents is his lack of real strength. He needs to hit enemies a lot more before they fall.

BY: CAPCOM
1-2 PLAYERS
PRICE: TBA
RELEASE: TBA

BONUS GAME

There ... new bonus ... in the Mega-CD
vers... ... in the ... round, you
jon... ... more ... are perched atop
... ... of ... Mad ...
membersa! The winner is the player who knocks all
Hurrah!

FATAL FURY

... version of the popu...
... classic it plays much the same
... with a selection of characters
... choose th... special moves. As you ... so
from the ... looking pretty and it's
big improvement ... disappointing Super ...

... strange circu...
... were unable to bring you the full low...
... this month. Hopefully, the si...
... changed by next month, so look
... review!

* PUTTING WALTHAMSTOW ON THE MAP *

REVIEW

EAST17
EAST17
EAST17

1 PLAYER

EAST17

15th FEB

AFFORDABLE

CONTROL:
ALL FORMATS
SKILL LEVELS:
10 TRACKS
BONUS:
3 MIXES ON CD

TOP TEN ENTRY

PLAY
VERY
VERY
LOUD

EAST17

PRESENTATION

INCLUDES THE HITS:
DEEP
HOUSE OF LOVE
GOLD

SOUND

BLINDIN'

PLAYABILITY

IMMEDIATELY
ADDICTIVE &
FURIOUS

LASTABILITY

A MUST FOR EVERY
MULTI DRIVE OWNER.
LEAP OUT AND
PURCHASE NOW!

OVERALL

100%

PREVIEW

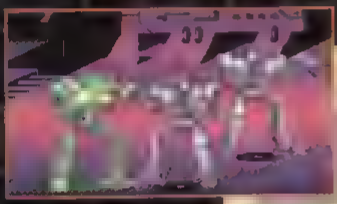
From the creators of Ecco the Dolphin comes Cyborg Justice - a game involving large robots, superlative graphics and a vast level of super-powered violence!

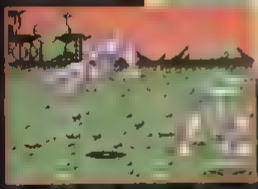
The game is played in one of two distinct formats. In the Arcade version, you (and a pal in simultaneous two-player mode) strut your way through fifteen levels, laying into other cyborgs and pitting your might against the twisted bosses that control them!

Duel mode retains much the same gameplay, but restricts the action to an arena, where you and your opponent slug it out in a bid for mechanised supremacy!

Sega Europe have sent us a version of the game that's about 60% complete, and we can report that it's already shaping up into something quite special. As you can see, the graphics are well smart, but what you can't see is the great animation. The robots move superbly - it's almost like watching a cartoon!

▲ Ouch! They've punched my arm off!





CYBO

JUSTICE

PREVIEW

BY: SEGA

PRICE: £39.99

1-2 PLAYERS

RELEASE: APRIL

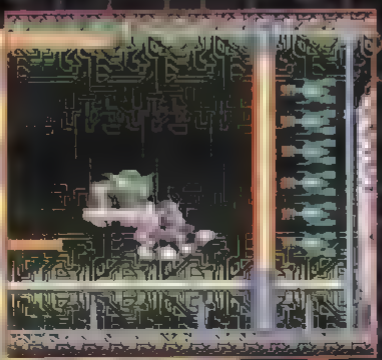
Perhaps you'd like to customise how your cyborg walks! Changing legs is the key here. All legs inflict damage should you kick your opponent. However, some of the other legs provide much more amusement. For example one pair transforms your entire robot into an unstoppable tank! Cool!

ORG

But a fight? Hey, cool watch it! You could have had my eye out!

If you've just survived an epic confrontation but have sustained serious damage, take heart! It's possible to pick up spare parts and attach them to your cyborg. Even if you're not damaged, sometimes it's prudent to pick up the spares anyway. If they're of no use to you, you can chuck them at your next opponent.

The cyborgs in the game come with a number of special attachments that increase the damage you can inflict on an opponent. The range of add-ons spans from pneumatically powered fists, to rocket launching arms, laser-spitting hands and flamethrowers! Such formidable weapons soon send bit of the opposition flying!



Anyone who's ever played the computer game, International Karate Plus should be instantly at home here. In this mode, it's a battle to the death between two human players AND a computer opponent!

MEAN YOB

As the coldest month continues, YOB has been warming himself by a fire fuelled by your letters. Only the crappy ones, though. The good ones are here for your delectation and delight. If you've got anything to say, funny comments to write or have pictures, photos or anything you think YOB might derive some pleasure with, send them in to: TROUSER PANTS OO-ER MIND THAT DOG OH HELLO VICAR MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As from next month, YOB is giving away amazing MEAN MACHINES t-shirts to what he considers to be the best letters of the month — so get writing.

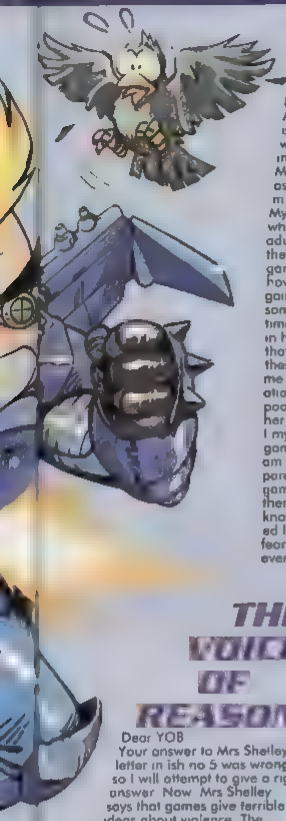
Chun Li gets the anime treatment.

THINK YOURSELF LUCKY

Dear YOB
Firstly, concerning your first Sega video I've got World of Illusion and I've completed it in all modes and yet I've never seen the level you showed on your video. The soldiers on that level had green shorts when they were supposed to be red. Another thing about the video is that Sonic completed the second act of Chemical Plant Zone without fighting Dr Robotnik he just spun through the end-of-level sign post where Dr Robotnik should have been.
Gregor Burns, St Andrews
YOB: All the games featured on the video were early versions, and were therefore subject to change. Think yourself lucky you've been able to see ultra-rare versions of the game normally only seen by magazine journalists.

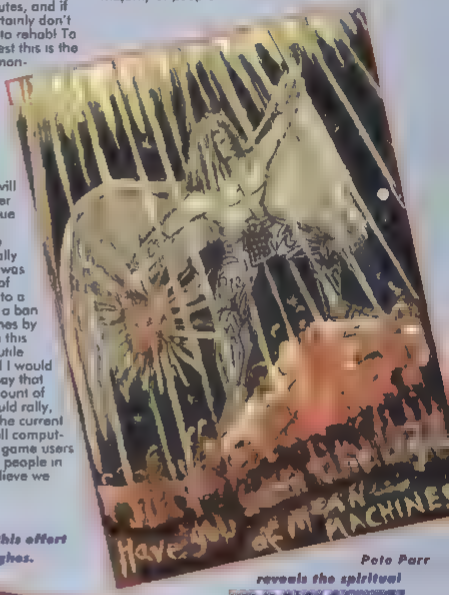
POETRY CORNER

Dear YOB
Here's a poem I thought you'd appreciate.
I know of a guy called Rad,
Who smells incredibly bad
He'd be less of a dope if he used some soap,
And his friends would be grateful and glad
Sharon Mitchell, Scotland
YOB: What? You can smell his knicks from all the way up there? I thought they were bad, but never knew that were THAT fruity!



THE VOICE OF REASON II

Dear YOB
After reading your last issue I feel compelled to write to you, it is regarding a letter from a certain Margaret Shelley. I was astounded by the narrow mindedness of her letter. My first complaints start where she said "young adults who have wasted their lives playing these games". What can I say, well how about this madam. Is gaining enjoyment from something really wasting time? I don't think so. Also, in her letter she mentioned that her son was lost to these games. Far be it from me to say but could this situation be partly attributed to poor parental involvement in her son's activities?
I myself have been playing games since I was eight, I am now seventeen and my parents participate in my gameplaying and have fun themselves. I would like to know whether she participated like this or does she, as I fear, leave him to it and not even try to understand his hobby. The next point that annoyed me was her comparison of the addictive qualities of games to that of drugs. To be honest that disturbed me. My friends and I don't have any problems turning our machines off for more than ten minutes, and if we do we certainly don't get rushed into rehab! To be quite honest this is the sort of scaremongering I would expect from a tabloid newspaper. As for her comment about games being evil, I will not even lower myself to argue that point. However, the point that really annoyed me was the warning of organising into a force to gain a ban on video games by law. I believe this would be a futile excersise and I would go as far to say that whatever amount of people she could rally, considering the current attitudes of all computer and video game users (and rational people in general) I believe we could outnumber her organised members quite easily by ten to one in favour of keeping games perfectly legal.
My final point regards her arguement about re-installing firm family values. Madam, for the majority of people firm family values are still here. However dictatorial style attitudes like hers never changed anything it just serves to make things worse.
Andrew Turner, Coventry
YOB:Nicely put.



Pete Parr reveals the spiritual home to MEAN MACHINES

THE VOICE OF REASON

Dear YOB
Your answer to Mrs Shelley's letter in issn no 5 was wrong so I will attempt to give a right answer. Now Mrs Shelley says that games give terrible ideas about violence. The same thing is being said about TV for years and only people who are mentally disturbed can be affected by this. It has never happened that a person started killing after playing a game. When playing a game, children take out their aggression by defeating a game. This is better than being a bully towards others. Research in Amsterdam, Rotterdam and the Hague proved that most children who play games are peaceful and solve a problem rather by talking than fighting. You say some titles are no good, well I can't fight that, but how about pornographic magazines! At a newsagent every kid can grab them.
Xander Dezentje, Holland
YOB:Great letter. Great name. All I want to know is how the hell you pronounce it!

Sonic takes up Hockey in this effort by one Hadyn Hughes.

STRESSED OUT

Dear YOB
What you said about people not being able to accept consoles because they are new was absolutely right. First an enquiry is launched because people think computer games are bad for you and lo and behold (in America) they were proven wrong. These people are persistent so they look for other things that are wrong with games. Now they query the prices, yes they are high and cost more than they do in America, but their arguement is unfair, eg they only cost £10 to make and are sold for £65. Only one game currently costs that much. And what about months of work for programmers, the cost of shipping them in from other countries and a number of other things. It's so easy to put the boot in to anything without painting the whole picture, for instance automobiles. I reckon that if you melted a BMW down you'd have about £1500's worth of material, so how come they sell for about thirty thousand. You don't have to print this letter, I just needed to put pen to paper because I'm so stressed out.
PS Any chance of a YOB & Gossip revival?
Sian Wyn Owen, Llangefni, Gwynedd
YOB I hope you feel a lot better for it.

▲ *A slightly pervy effort from O Higgins.*

A MASS DEBATE?

Dear YOB
I enjoy your highly opinionated letters page very much each month, but I want to try and change your attitude on one important point. In the January issue you printed a letter from a MS owner complaining about people extracting the Michael out of his machine. You replied in your usual understanding, compassionate and sympathetic prose, telling him to get lost and siding with the pot-heads who were insulting his console.
In other words, people who own either the Megadrive or the Super NES are cool 'n' happenin' dudes and people who own the Master System or the NES are Mister Sad. This is crap. A person's character is not measured by the amount of money they have. Such petty prejudicial snobbery is very hurtful, particularly at a time when many people can't afford a place to live, let alone a games console. The vast majority of console owners are school children and students who find it extremely difficult to afford the prices charged by Sega and Nintendo for their software. I am fortunate enough to own a Megadrive and some good games, but when Mega-CD comes out I'll be just another goon with a sad console. And then there's the Nintendo 32-bit machine, and then the 32-bit Sega, and then the Falcon machine and so on and so on. It just never ends.
The Megadrive is a better machine than the Master System, but emphasising the fact is just a way for Megadrive owners to jerk each other off. I think Mean Machines Sega is easily the most thorough and informative console mag around at the moment, but please don't encourage an already widespread clique of yuppie idiots who want to feel superior to everyone else.
Gordon Smith, Dundee
YOB: At least I'm honest about what I say. Look at you — patronising poor old Master System owners with your feeble platitudes. Bah!

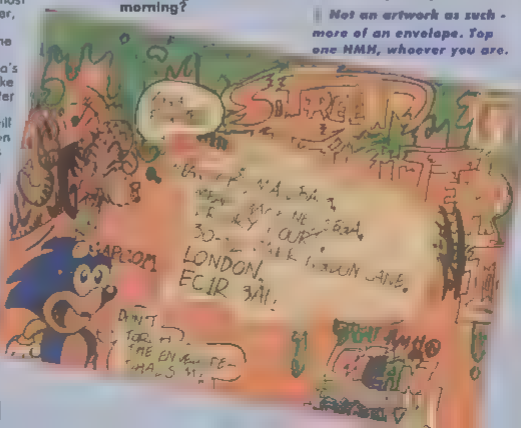
EASY-PEASY

Dear YOB
For the last time, when will Sega get it right and make an attempt at producing games that are more difficult to complete. A vast majority of gamesplayers, young and old alike have been complaining for absolutely ages about the lack of a serious challenge in numerous releases. Nintendo must be beginning to realise that they've got one up on Sega as most people agree that most Super NES games offer a far better, tougher challenge by far. Street Fighter II, Final Fight, these are the titles that seasoned gamers will eventually go for in favour of Sega's push-over software. For God's sake let's hope that Sega's Street Fighter II isn't a total blunder.
I think it's safe to say that Sega will (in the not too distant future) begin to see a rapid decline in the sales of games of such low lastability, while top-quality releases will sell like hot cakes, this I hope should begin to teach them a lesson. Companies that produce games with high challenge levels should be praised for their efforts (Thunderforce IV and Ghouls 'n' Ghosts spring to mind), and easy-to-complete games should be severely marked down in the lastability stakes. Sonic II, for example, was over rated. It's still way too easy.
If Sega don't liven their ideas up and continue to carry on ignoring everyone's pleas for games of more depth and challenge then the only remedy I can recommend is that in one of your future issues you give away a free MEAN MACHINES blindfold to wear while playing games. To sum it all up, TO BE THIS GOOD TAKES AROUND FOUR HOURS TO BE THIS EASY TAKES SEGA.
Rob Robinson, Rotherham
YOB: Oooooooooo-ooooo. Who got out of bed the wrong side this morning?

WORST MEGADRIVE PLAYER EVER?

Dear YOB
We are just writing to say how highly addicted we are to Virgin's Terminator game on the Megadrive and other games of that nature. When you reviewed Terminator some time back in the summer of '92 you gave it a measley 43% due to the so called "complete lack of challenge".
Well let us state the fact that we both bought the game soon after you incorrectly reviewed it and neither of us computer fanatics have a clue in which way to go because the programmers have obviously thought long and hard about this impeccable game. We both find the game overwhelmingly challenging without a single shadow of a doubt. You completely messed up your review and if that means that you are no longer trusted it's your own stupid fault. We strongly recommend you and your poor excuse for a team buck up your ideas about reviewing games. If you don't print this letter then we can only come to the conclusion that you don't want your viewers to think you're completely untrustable.
Paul Tyner, Witchford near Cambridge School
YOB: You highly sad, utterly crap player. You must be a complete gamesplaying turd to find The Terminator challenging. Jaz and Rich both finished the game in 20 minutes, having never played it before. The fact that you, a veritable baboon's ass of a gamesplaying travesty, can't complete the game is completely irrelevant to the mark. We say what we think. That's what we're here for. Are you telling me you want us to give high marks to all easy games just because you're such a basket case player?

▲ *Not an artwork as such - more of an envelope. Top one HMH, whoever you are.*



IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.

Welcome to the world of...

In the pit it's *mean*, it's *tough* and it's no place for the fainthearted. Take on all comers - The fighting is *below the belt* and rules don t exist. Survival and the *prize money* are all that matter. This is the world of the Pitfighter! it's what the Master System has been waiting for!

SEGA™
Master System™

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Pitfighter © 1990 Atari Games.
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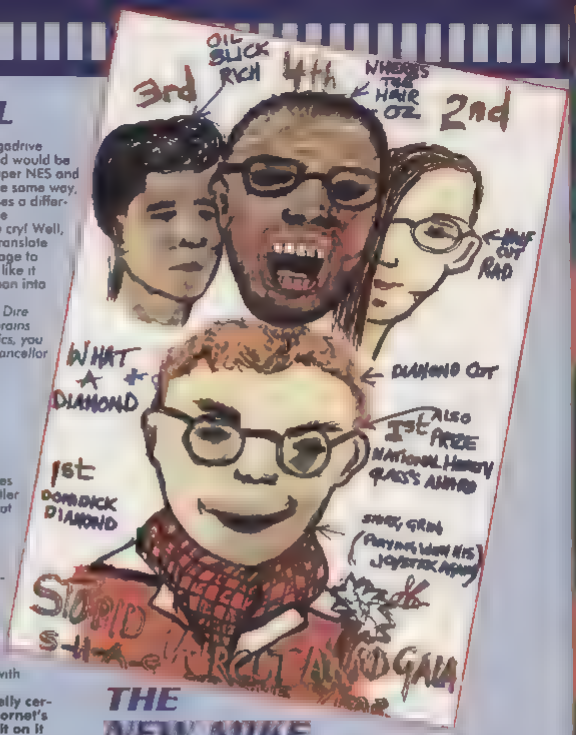
IMBECILE CENTRAL

Dear YOB
What you say about it being impossible to make a converter that allows you to play Super NES games on your Mega Drive is a load of Edam Cheese which should be sent off to salmaro because of famine All you need is a computer a Megadrive and a Super NES cart The computer could be programmed to read the data in the Super NES cart and convert it so that the Megadrive could run it But how can this incredible feat be achieved? Well read on 32, 768 divided into 512 is 64, so for every 64 colours on the Super NES there is one Megadrive colour Also the sound would be recorded from the Super NES and converted in much the same way, but the Super NES uses a different language than the Megadrive I hear you cry! Well, the computer could translate the Super NES language to Megadrive language like it might translate German into English
Power Boff School of Dire YOB Cort With your brains and clever mathematics, you should be the next chancellor of the exchequer



THE VOICE OF REASON III

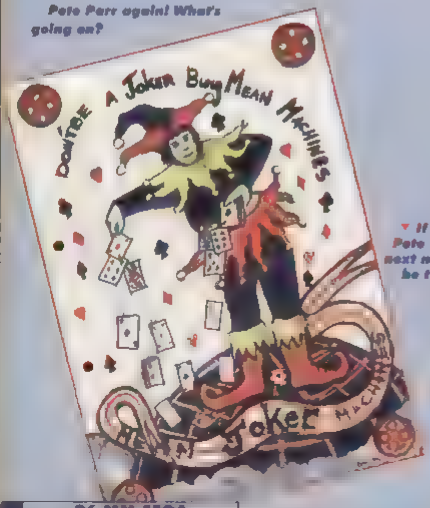
Dear YOB
What century does Margaret Shelly live in? Her views date back to the early Cainozic period when even dinosaurs made more sense than she did Thinking computer games were too violent? She obviously hasn't had a look on the comic shelf in the newsagents, such comics as the Beano and the Dandy are probably just as violent She definitely hasn't watched TV lately, even programmes on prime time are just as violent as well eg "Sylvester and Tweety Pie" and "Rainbow" Her idea of entertainment would probably be "Listen With Mother" and Gracie Fields She is wrong to try and impose her narrow minded vies onto other people Hitler tried this and look what happened to him I grant her everyone should be able to express their views openly, but when people start to enforce their views on other people it is totally wrong and dictatorial So why not just bomb Arundel and get it over and done with
Ben G, Gwent
YOB:Lummel Ms Shelly certainly stirred up a hornet's nest. Now she can sit on it

THE NEW MIKE YARWOOD

Dear MEANish YOB
I think you are witty, bowl-shatteringly funny and, yes, mean But, despite these fairly endearing features you still manage to be a complete four letter word head I put this down to the constipated look on your face. You (lucky person that you are) spend your time insulting people half your age and get endless enjoyment from it also You have all the charm and appeal of a toilet disinfectant, only thankfully we can flush that down the sewer where it belongs while you linger on like the smell of the excrement you flush with it I am sure you clear the room faster than a Des O' Connor CD at parties
Paul Crawford
YOB:I don't care. At least my name isn't an anagram of 'draw foul crap'.

Pete Parr rides again. But he's mis-spelt Dominik's name.

Pete Parr again! What's going on?



If I see another Pete Parr drawing next month, there'll be trouble, right!

HIGH SCORES

Drip, drip, drip. Welcome to my Scores Lai[illegible] stay a while? Stay [illegible], or horrible dishonesty. Bow their bleed[illegible]

[illegible] lingered on this God[illegible] bones complaining [illegible] eyes over the feeds [illegible]

If you fancy a wee mention then just dr[illegible]e to GARY HARROD'S BOOMERANG CRAZE DANGERTRIBE CONTINUA, C[illegible]ECONIC, MEAN MACHINES SOCCA, PRIORY COURT, 30-32 [illegible]N LANE, LONDON EC1R 3AU.

[illegible] listed in [illegible] letter-

MEGADRIVE:

[illegible]
Bantone, Kent.

ALIEN STORM
JS Supreme Rulers of Puerto Quel mode

[illegible]OCK OUT
[illegible]
Enrique Bismond, Zwolle, Nederland.

[illegible]NNA 6 GAMES

HALF PIPE
[illegible]

[illegible]OOTBAG
[illegible]
[illegible] B Turbo

[illegible]
[illegible] 9 000
[illegible]
[illegible]

[illegible] ROCK
[illegible]

[illegible]ANS
[illegible]

[illegible] ATTACK
[illegible]

[illegible] TRIKE
[illegible]

DICK TRACY
[illegible]

[illegible]TE DUKE
[illegible]

[illegible]
[illegible]

[illegible]
[illegible]

[illegible]
[illegible]

[illegible] N GHOSTS
[illegible]

[illegible]
[illegible]

GOLDEN AXE 2

CYNOUG
3,237,360 last level
Alan Gaunt, Bristol, W Yorks.

HELLFIRE
[illegible] completed
[illegible]

JOHN MADDEN '92
[illegible]
Alan Gaunt, Bristol, W Yorks.

LOTUS TURBO CHALLENGE
[illegible]

MEGA-LO-MANIA
[illegible]

MERCS ORIGINAL
[illegible]
No bonus points to name. Ever.

ARCADE
[illegible]

MICKEY MOUSE
[illegible]

MIDNIGHT RESISTANCE
[illegible]

[illegible]HOCKEY '93
[illegible]

OLYMPIC GOLD
[illegible]

PGA TOUR GOLF
[illegible]

P-FIGHTER
[illegible]

PREDATOR 2
[illegible]

QUACKSHOT
[illegible]

REVENGE OF SHINOBI
1,280,

ROAD RASH
Eric 512 120 completed
James Priddy, Hammersmith London

ROBOCOD
[illegible]
[illegible]

SONIC THE HEDGEHOG
9,989,990 completed with 6 gems

SONIC II
[illegible]

SPEEDBALL II
[illegible]

SPIDERMAN
[illegible]

STREETS OF RAGE
[illegible]

SUPER MONACO GP
[illegible]

SUPER OFF ROAD
[illegible]

TAZMANIA
[illegible]

TECMO WORLD CUP
[illegible]

THUNDERFORCE IV
[illegible]

TERMINATOR
[illegible]

TOE JAM AND EARL
[illegible]

WARDNER SPECIAL
[illegible]

WHIP RUSH
[illegible]

WORLD OF ILLUSION
[illegible]

MASTER SYSTEM:

ASTER X
514,400 completed without continues
Richard Mayer, Mugglewe

ACT ON FIGHTER
[illegible]

ALEX KIDD IN MIRACLE WORLD
[illegible]

ALIEN III
45,570

CALIFORNIA GAMES
HALF PIPE

[illegible]
Paul McCambridge, Arnold

FOOTBAG
[illegible]
Simon Robinson

FLYING DISK
[illegible]

SURFING
[illegible]

SKATING
4800
Paul McCambridge, Co Antrim

BMX
101,000
Paul McCambridge, Co Antrim

LUCKY DIME CAPER
[illegible]

MERCS
[illegible]
Wayne Benton

MICKEY MOUSE
[illegible]

R-TYPE
[illegible]

SHINOBI
[illegible]
James Ryan Scrutton

SONIC THE HEDGEHOG
[illegible]
John Burnett, Ayr

SONIC II

[illegible]
[illegible]

STRIDER
2[illegible]
Paul McCambridge

SUPER KICK OFF
[illegible]

TAZMANIA
[illegible]

XENON 2
[illegible]

GAME GEAR:

COLUMNS
[illegible]

GG SHINOBI
[illegible]

HALLEY WARS
[illegible]

MAPHH

MICKEY MOUSE
[illegible]

NINJA GAIDEN
[illegible]

PUTT 'N' PUTTER
[illegible]

SONIC THE HEDGEHOG

SONIC II
2,144,912 Completed
Steven Purdy, Sandridgeworth Herts

[illegible]
[illegible]

SUPER MONACO GP
[illegible]

JIMMY CHIN CORNER

[illegible]

[illegible]EYORE [illegible]ENTRE

[illegible]LY COUPON
Save all your Mummy's envelopes and Smallies mags, just fill your scores in on this coupon!

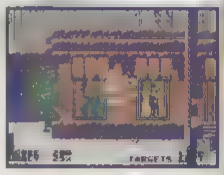
NAME:.....
ADDRESS:.....
.....
GAME 1:.....
SCORE:.....
GAME 2:.....
SCORE:.....
GAME 3.....
SCORE:.....
[illegible]STEM:.....

Q+A

Still frozen from his trip to meet the real Ecco the dolphin, Jaz has been wheeled in to answer all your questions. His fingers are still blue, so forgive the odd typing mistake and just revel in the sheer accuracy of his question-answering abilities. If you've got anything you need to know, send your queries off to: THE TOAD SAID FOR FROG'S SAKE GET THAT FIR CONE OFF ME Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

VERONICA

Dear Jaz-mania
If you would give me a printlist of your noble advice I would be very, very grateful. At Christmas I got a Megadrive with Sonic and two control pads. When my mum went to buy me the Megadrive, she asked for the latest pack which is of course the MD, two pads, Sonic 2 and the Menacer gun. Unfortunately, my mum didn t know this so she was ungraciously ripped off. So now I am Son c 2-less and Menacer less. What I would like know is this. Should I start saving for the accessories such as the Menacer, the MS convertor and the Game Genie, or should I begin to save for more games? I might end up with loads of equipment and no games. Should I get games and just one accessory? Which one? Please help!
Dave Wright, Grimsby, Humberside
JAZ: It seems fairly obvious to me that you should build up a collection of games first. Otherwise you'll end up with an entertainment system that's all hardware and no software. Doh!



▲ My, what an interesting looking screenshot. Mmm!

TRRIKITA

Dear Jazza
I am a Megadrive owner and could you please answer my questions
1. Will there be a Sonic 3?
2. When will Amazing Tennis and Agassi Tennis be released?
3. Is Thunderforce IV better than Biohazard battle?
4. Is Lemmings any good?
Thanks a lot and keep up the good work?
Rory James, Radyr, Cardiff
JAZ: 1. Will the Sun rise tomorrow? 2. Hopefully within the next few months - keep watching the magazine. 3. No. 4. Yes.

SHANU-SHANU

Dear Jaz
I am a professional designer who wishes to contact Sega Europe in the hope that I can offer my services. I would be grateful if you could supply me with a contact name and address for Sega Europe in this country.
Guy Wilmot, Twyford, Berkshire
JAZ: The address is: 16 Portland Road, London, W11 4LA. If I wanted to be a games designer, personally I'd contact software development houses like Virgin Games, US Gold or Ocean - they're the people who actually make the games. Sega simply distribute them!

SPANNA

Dear Jazza
May I congratulate you on such an excellent mag. I have a few questions for you.
1 About two years ago Sega released the Megadrive. A few months later, Nintendo released the Super NES, which was super or because better technology was available. Then we had the Mega CD, and the superior Super CD. Now there's talk of a 32-bit Sega, and Nintendo will probably announce one in the next few months which will be better. Why don't Sega wait until Nintendo release theirs, and then make a better machine?
2 Now that the Megadrive is to be revamped will the old Megadrive fit on the new Mega CD and vice versa?
3 Did you see the new VR programme called Cyberzone, and what did you think of it? I thought it was pretty pathetic.
4 How do you connect your Megadrive up to a stereo? Does the Hi-fi have to have an import socket at the back. How much will the leads cost, and where can I get them?
Peter Gowland, Billingham, Cleveland
JAZ:1. Because they don't want people to wait for new technology. If Sega had decided to wait for Nintendo to make the first move in the 16-bit console marketplace, we'd only just see the Megadrive being launched now. Are you telling me you would have preferred to play Master System games for the last two years while you waited for a better Megadrive? 2 Of course. 3. I thought it was quite a laugh. I just wish they'd let me on it - I'd spank the system good and proper! 4. Check to see whether your hi-fi has an auxiliary input and see what socket it has. Pop down to your local Tandy store and buy a lead that has a stereo 3.5 mm jackplug one end and the input connectors that fit your hi-fi at the other. It should only cost a couple of quid.

MASTA-TRIK

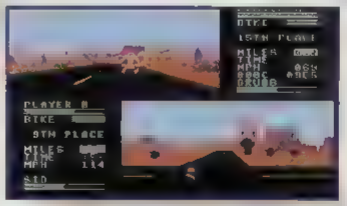
Dear Jaz
[illegible] magazine. I recently got NMS [illegible] CD, and wondered if you might do a mas[illegible] a compilation of Yuzo Koshiro's mus[illegible] from Shinobi and Streets of Rage 2, as he's fab?
Anyway, could you answer these questions?
1. I've heard rumours of a Premier league game for the MD with big sprites, 22 teams and new moves like diving headers and scissor kicks. Are they true?
2. A shop in town has Pigskin for the MD. Is it anything like the arcade and so worth buying?
3. Have you heard all the news about games prices for Sega and Nintendo having to be reduced to £18? If this happens my dad says the quality of games will deteriorate. do you agree?
PS I reckon my dad's so good at Dragon's Fury, he'd kick ass with you all.
Martin Holden, Blackburn, Lancashire
JAZ:1. Not that I know of. 2. No. 3. Spin-n-n-n-n-n-n.

VERITAMA

Dear Jaz
I want to try and program a short cheap game could you help me?
1. What computer and programs are the best for programming a game?
2 What computer is cheapest for programming?
3 How many frames of animation do you need for each move?
Matthew Porter, Clonbeg, Co Donegal
JAZ:1/2. Amiga or PC. 3. There are no hard and fast rules - whatever it takes to look good.

STONKOLA

Dear Jaz
I have never bought a sports game in my life, just platform and action games. Now that I'm starting to like sports games, would you please answer my questions?
1 Is there going to be any [illegible]ball games for the Game Gear? If so, [illegible] when will they be released?
2 What do you think of Chris Butler Capriati's Tennis? Is it as good as Super Tennis on the SNES?
3 Will Amazing Tennis be good and when will it be released?
4. When EA The Ice is released will it be better EA and NHLPA Hockey?
5. When will Fatal Fury, Turtles and Sunset Riders be released?
Jo Perera, Berkhamstead
JAZ:1. There are none planned at present. 2. It's okay, but nowhere near as good as Super Tennis. 3. Should be - we'll let you know. 4. I doubt it. 5. Within the next two months.



▲ *Something you don't often see on our roads.*

ZADIZAN

Dear Jaz
Please could you advise me on when the following games are coming out for the Megadrive.
1 Mortal Kombat
2 Star Wars
3 Karate Blazers
Simon Harrison, Worthing, W Sussex
JAZ:1/2. Summer. 3. God knows.

YURITA-KA

Dear Jazza
First of all, I'll say how chillin' your mag is since it's gone 'Sega'. I would like to know when my Gran goes on holiday to America and buys me Ecco and World of Illusion will I need a US convertor to play these totally amazing games on my Megadrive? Please tel. me if the Menacer is worth getting.
Steve Davis, Yate, Avon
JAZ: Ecco works fine, but I'm not sure whether World of Illusion is chiptocked.

▲ *I think I've got something on my fin. Can you see it?*

KEITH

Dear Jaz
Please answer these questions, I will be very grateful if you do.
1 Will there ever be an Action Replay or Game Genie on the Game Gear?
2 Will Alien 3 or Afterburner ever go on Game Gear, and when?
3 Is Taz- Mania any good on the Game Gear?
4 Are there going to be any submarine games on GG?
5. Is Back to the Future III coming out on Game Gear? If not, is it any good using the Master Gear convertor?
Dominic Ross, Cobham, Surrey
JAZ:1. Apparently there's one in development - although it's only a rumour at present 2. Why do you want Afterburner when G-Loc is already available on Game Gear? Alien 3 is in the pipeline. 3. Yeah, it's great (apart from the music, which is well sad). 4. No. 5. No and definitely no.

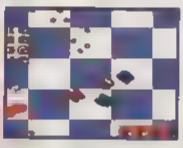
BARREN TOM-TOM

Dear Jaz
Just one question I've got forty quid and a Master System what's the best game I can buy?
Alex Killick ?
JAZ: Super Kick Off, Wonderboy III, Sonic II... check out the index and see for yourself!

SPANKA

Dear Jaz
I own a Game Gear and in April I am going to America. Could you please answer these related questions
1 Will American games for the Game Gear work on my English Game Gear?
2 If not, can I get a device that will make them work?
Christopher Reed, Wolverhampton
JAZ: Yes.

LON KIN DOH



Dear Jaz
With a new look Megadrive to be released, will there be any problem running old MD carts, or will the port be the same?
2. I am looking for a decent race game, and was thinking about Micro Machines. Is it worth it?
3. Is Another World a worthwhile investment on the MD?
Josh Robertson, BOA
JAZ: 1. It'll be exactly the same. 2. Hawsabout Road Rash II? 3. I'd wait for Flashback to be honest

VON DEK

Dear Jaz
I am a Game Gear owner and wondered if you could answer these crucial questions for me?
1 Will Lemmings 2 be coming out soon? When will it be available for the Game Gear?
2 Is Klax any good for the Game Gear?
3 What is the best between Wonderboy, Wonderboy and the Dragon's Trap or Dancen's Revenge?
4 Is there going to be a convertor for the Game Gear that allows you to play Megadrive games?
Jacqueline Horner, Perth
JAZ: 1. No. 2 Apparently it's very good, but I haven't played it yet. 3. Wonderboy III is mega-skill. 4. Absolutely not.

That's it! I've had just about all I'm going to take from you. I'm off!

HORRA-HORRA

Dear Jazzamoso
I've got a few questions involving the prices of car tridges. The other day I heard that the 'Monopolies Commission', who ever they are, are taking Sega and Nintendo to court, saying they charge too much for their carts
1 Is this true?
2 If the commission win will the price of carts go down?
3 Apparently, it only costs about £10 to make a cart. Is this true?
4 I was told if you file away the sides of your cartridge slot, you can put Japanese carts on the Megadrive, if this works should I risk it?
5 I hope you print my letter since I think you're doing a wicked job with both mags. How about a fun game map every couple of months?
Simon Lee, Leigh-on-Sea, Essex
JAZ: 1. They're investigating them at the moment. Whether or not it'll go to court is another thing entirely. 2. Not necessarily. Yes - and sometimes some more. 4. It's up to you - if you do you invalidate your warranty. The safest thing to do is buy a convertor. 5. Oh, alright.

ZAN FROM

Dear Jazzo
I hope you could use your astounding knowledge that you had to original IQ of 60 to answer my questions concerning Master System 2 games and the 64K machine.
1 Why do Sega make the MS2 with plastic feet which skid all over the place? Would it not be easier to have rubber ones which stay put?
2 Is Tom and Jerry any good on the MS2? (don't say look in the game index, because it's not there).
3. Why do Sega make the cart cases about three times the size of the cart inside?
4 Why don't you put ads at the back of the mag, so that people who are not interested in them don't have to look at them? If you must paste them all through the mag why don't you put one page of ads after each review?
Nerd Gibbon Person, Pratland
JAZ: 1. The same reason why you wear nylon pants that you skid all over the place. 2. No, it's a bag of cack. 3 The same reason that your brain is the third the size of your head. 4. Specifically to make your life a misery, you sad, retarded nerk.

PING SA

Dear Jaz
I have some questions I would like answered
1 A friend at school said to me that Sega Power have revealed Sega's plans for Master System and Game Gear Streetfighter II. Is he telling porkies or has Sega Power got their facts mixed up?
2 I was very put out when US Gold announced they were scrapping The Godfather on the Master System. Why?
3 Are there any decent beat 'em ups lined up for the Master System?
Your mag is great keep it up. Unfortunately there's a kid at our school who wears shell suits and has a bowl cut. His favourite [illegible] is Olympic Gold and he buys every game you rate and 50%. If you do another video [illegible] some Master System stuff in it
An ageing, just surviving Master System owner, Beaconsfield
JAZ: 1 We have no facts to substantiate that rumour. Don't believe anything until we tell you. 2. Because it was a complete and utter pile of crap. 3. Not at present.

BANA MORA

Dear Jazzo
Please could you answer these five humble questions
1 Have you heard anything regarding that fab cart Desert Strike set to be released on the Master System?
2 What is the best beat 'em up on the Master System?
3 What do you think of these games for the Master System: Alien 3, Chaplifter, Back talk, Ghouls and Ghosts and Power Strike?
4. I have heard rumours that there will be an R Type 2 for the Master System. Is this true?
5 In a magazine I saw the new Game Boy-like console called the Supervision Handheld made by Quickshot. What do you think of this?
Tom Birkin, Welwyn Garden Herts
JAZ:1. As soon as we have any info, we'll print it. 2. Ninja Gaiden. 3 Good, brill, okay, ho-hum and excellent. 4. No. 5. About as appealing as a pair of pants.

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TIPS

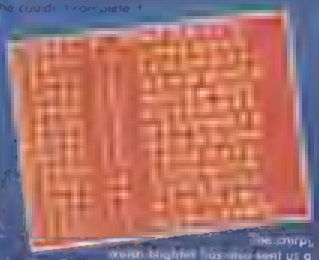
'Tips today eh? They just don't know they're born. In my day there were none of this "Here's the codes for the first three levels of Ecco" or "Here's how to defeat the first end-of-level-boss on Death Mutant Kill Frenzy — just dodge the bullets and shoot it basically". No, when I were a lad we had real tips, tips that hopped forty miles to school every morning on one foot and crawled back using their eyebrows before working twenty-nine hours down t' pit — and they were grateful for it! So if you've got any proper good old-fashioned tips on any of the latest games, none of your namby-pamby Sonic 1 level selects in mind, proper tips that have never been seen before, send them into MEAN MACHINES SEGA at this address —

EEH, THEM NEW TEN FEES ARE TOO FIDDLY TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And you could leave your front door open in them days too.

ecco

Eeh, you youngsters — in my day no-one's were dressed up like dinosaurs and eaten, not mindlessly by these computer jobs, type things. Mind, this Ecco seems to be a bit of a few people out there a bit of both or. See? T

he couldn't complete it



game should be paused with Ecco on-screen. Press

kingdom is yours.

Of

everything.

There

games

Of course, if you're a chicken and you can't be bothered with all this malarkey, you can always just press A, B, C and START on the control pad at the same time. And what's more this works on every single level.

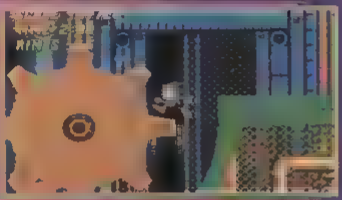
THUNDERFORCE IV

Eeh, all this shooting reminds of when I were a nipper scavenging through the burnt out wrecks of me mates' houses for shrapnel and bits of bod es for me collection. Of course it's all peace and harmony now, isn't it! I don't know these new fangled Prime Ministers just don't know how good a nice war is for national morale. Speaking of treaties, young William Hobels from Maastricht has found a cheeky little cheat for that top quality shoot 'em up Thunderforce IV. Simply go to the continue screen and choose your ship stock as zero. Now when you start the game instead of having only one life you are granted free run of 99! Good job they don't cut on space ships anymore.

David Rodgers, who's forgotten to put his address down, this dizzy boy has got another cheat for Thunderforce IV. Pause the game and press UP RIGHT A, DOWN RIGHT A, C, LEFT, UP and B. Quickly pressing UP after you've done this grants you all the weapons. And also if you press RIGHT you'll get a claw power-up too. Eeh, Mr Churchill was a lovely man.

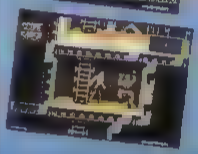
SONIC THE HEDGEHOG 2

...hedgehogs we used to have when I ...green furry things they were, ...days. ...seems ...you ...the ...sound ...used by ...print- ...the



ALIEN 3

...there were none of these extra-curricu-ums and ELOs in my day. If I'd have ...med to have seen a little green man I'd have been thrown into a rat-infested ...sey bin ...and ...d have been grateful for it. Nowadays everyone's an alien ...spert, ...ust like Christopher Ferguson from South Shields, Tyne and Wear. He reckons that if you access the options screen, plug the joypad into port 2 and press C, UP, RIGHT, DOWN, LEFT A, RIGHT and then DOWN you'll hear a power-up sound. This means when you start the game you'll be able to skip levels by pausing the game and pressing C, A and B before unpausing.



...RIC OF RAGI...

By heck, it's only been in the shops five minutes and Jeff Peace, one of them long-haired hippos in disguise from Honiton in Devon, has already found a cheat to it. First of all press START on joypad in port one. Now using the joypad in port 2, go to the options screen. Press and hold button A on joypad two. Then, whilst still pressing ...A, press and hold button B. Now, still ...ding both buttons, press and hold START ...d now be able to select the ...

SONIC 2

PRINCE OF PERSIA

Isn't that Prince Edward a lovely young fellow? Not like this foreign chap, running around the palace in flouncy blouses searching desperately for a woman. You'd never catch our Prince Edward doing that. Then again... Well any road, Christian and Kirsten Thomas from West Dulwich, London, have sent in all the codes you need to reach the last level of this game.

LEVEL 2: DHJPCK
LEVEL 3: FHKHDG
LEVEL 4: IJKPLJ
LEVEL 5: JMJPB
LEVEL 6: KGCMBD
LEVEL 7: HGCPJD
LEVEL 8: LJMPBC
LEVEL 9: FJMLBM
LEVEL 10: MGPPJC
LEVEL 11: KGPPBC
LEVEL 12: BHKLGJ
FINAL LEVEL: RELJED

TIPS

Here it is! Other mags may not have even got around to reviewing Streets of Rage II yet and MEAN MACHINES SEGA has the complete level-by-level solution. Good-oh? Well, you've got our Rich to thank for it.

STREETS OF RAGE

THE CHARACTERS

MAX

Max is the slowest of the fighters in the game, but his attacks are easily the most powerful in the game. Besides his power slams and [illegible] he can [illegible]

AXEL

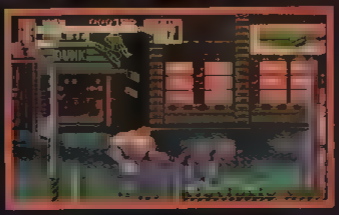
Although not the [illegible] any two-player [illegible] the last character in [illegible] his back attack [illegible] and 'C' to [illegible] best [illegible] normally powerful.

BLAZE

Blaze is the standard character in Streets of Rage II, average in every [illegible] very good, but her range of special [illegible] first choice.

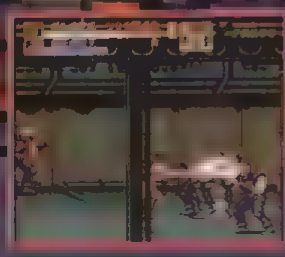
GENERAL TIPS

1. If you're just strutting the streets doing nothing in particular, press and hold down B to utilise the power move. This delivers a far more powerful punch. Indeed, in many case it totally destroys the minor enemies with one attack!
2. Press B and C to throw your weapon. This doesn't only apply to the knives. Pipes, swords can be thrown too.
3. Initiate attacks on medium-size meanies by jumping at them pressing DOWN and B. Each character has a special move that stuns the meanie on contact. What's more, it's a very quick attack that can be followed up as soon as you land.
4. Save your chickens! If you smash a container that has tasty poultry contained therein, don't eat it until the last possible moment. That way, you're effectively extending your energy.
5. Weapons are heavy! So, remember that characters like Axel and Blaze (only) Max can swing weapons a lot quicker than the weedy Skate.



SKATE

Skate is the flashiest character in the game, boasting the biggest range of special attacks in the game. His back attack is also by far the most powerful in the game. Although he isn't very strong, the technique of his attacks more than makes up for it.



SOVA JACK

This knife-wielding maniac is disposed of by approaching from around him rather than

out of his line of knife fire.

ELECTRA METAL M. ENOLA

is still pretty painful. Approach from above or

avoid her flying kicks and the while

BARDON

difficulty levels. Skate and Axel's back attacks are

you'll get a kick to the mid-region!

TIPS

STREETS OF RAGE II

OEHELITS

A simple range of special attacks and flying kicks is enough to dispose of this sad boss.

THE BIKERS!

Special moves aren't so ... at these guys as they take a bit to ... to pull off ... time you haven't got. Once they've dismounted they're yours.

R BEAR, BEAR JNR

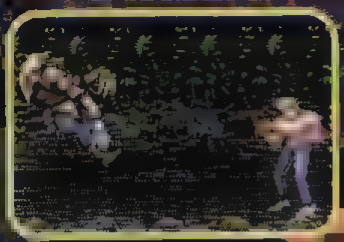
Watch out for his charges — otherwise just pick ... the nearest weapon and slash to your heart's ... Don't use flying kicks. Just normal punch ... and attacks should do the trick.

HAKUYO, SUZAKU, KO-SHU, BYATCKO, HAKURO, SEI-RYU

These lads are expert at flying kicks and often land on-screen from above using one of these deadly moves. Especially vulnerable to special attacks, your only worry is when more than two of these guys attack at once ... out for Suzaku's fireball attack — attack him from ... or below.

JET, MACH, STEALTH, GRIPHIS

Beware the charging attack! You can tell when the mounts is attempting it because they fly to ... the screen and then ... tion before pulling ... attack as soon as ... he comes down to your level. Sp... moves and flying kicks are especi... effective. Attack immediately or ... greets you and stems you to the ... — causing much damage! Stick ... shadow to keep tabs on ...

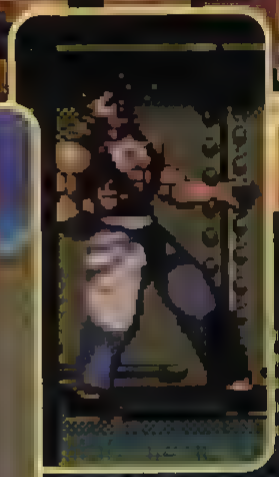


BIG BEN

Get out of the way! His flaming att
are excessively deadly, so use sp
attacks and flying kicks as your
effective onslaught. Also, try grabbi
attacks after he's just
ed from a bu

ZAMZA, NAIL

This guy is a tad more of a bother than most. His spinning razor finger-nail attack is a real pain and gets rid of tons of energy. The trick is to get a weapon and lay into him straight from the begin-
ning, not letting up your attack. Easy. If you dro
— or you don't want to get
the order of the day.



ABADENE, Z KUSANO

This Ultimate Warrior lookalike doesn't succumb easily to grabbing attacks. Also, if Skate uses his shoulder-head attack, he gets shrugged off with a load of energy. The best tactic is to use ran
cial attacks and back attacks. Keep his
-screen or else beware a surprise charge!

RAVEN, PHEASANT, SWALLOW

This Thai Boxer type has a very good defence, enabling him to absorb a look of damage. Throw other meanies at him and he can't dodge the onslaught. When you first meet him, he's dead meat, but later on he attacks in packs
your kicking-throwing tactic here and
those special attacks in.

WAYNE, VULTURE

He doesn't succumb
flying kicks
and tends to sneak
you and
ow you... ouch.
lligent, retreatin
most devastat
ought.
your ranged sp
attack. It
't require any
and in
case inflicti
his

MOLECULE, PARTICLE, OXYGEN

Although these guys look fearsome, they're vulnerable to just about any kind of attack. Just keep away from them if they spin their spiky balls at you and jump away from them when their energy hits zero (they explode
erwise). Otherwise, no problem.

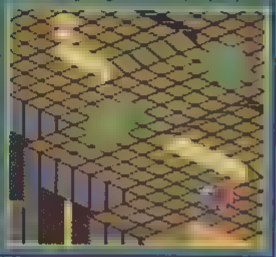
THE END

We've decided that we're not going to give away the end of the game — suffice to say, you're going to have to contend with Mr X's massive machine gun AND his personal henchman who's got a massive variety of special moves at his disposal!

TIPS

MARBLE MADNESS

Marbles? Madness? Who says? I've still got all me own teeth and I'm as bright as new pin. Losing me marbles indeed. Eeh you youngsters have got no respect for your elders and betters. If I'd have said that when I was your age I'd have had me head shaved and my teeth painted blue - and I'd have been grateful for it. Anyway...if you want to avoid losing your marbles, try this cheat. Go to the options screen and select Test FX 2, Test Music 5. Now go to Select Level and lo and behold you'll be able to select any level you want.



TERMINATOR

Eeh, them evil robot Terminators get everywhere now, don't they? I read in the paper they're putting a Terminator family in Brocleside to make it more appealing to evil robot minorities. I don't know, they come over here, they steal our jobs, and...well, anyway here's the cheat then. On the Terminator screen, hold down button 2 and press button 1. The screen should go black for a few seconds. When it does press left, left, left up, up, right, right, down, down. Two zeros should appear on screen and the level may now be selected using left and right. This procedure also works on the Game Gear, so it's a family sized jumbo tip, perfect size for those lovely ridiculous tartan shopping bags on a trolley.

TIPS

EVANDER HOLYFIELD'S REAL DEAL BOXING

And here's me thinking Evander Holyfield's just a washed-up old ex-champ who hasn't won a fight since I were knee-high to a grasshopper, but in reality he must be a top-quality contender to get his name on this title.

Always round 1: AJWA AA6
Rounds are 1 minute long: BJWA AC7N + BJNA ACHW
Rounds are 9 minutes long: BJWA AWFN + BJNA AWMW
Rounds never end: CJRA AA2J
Set up a new career any way you want: TCKT A6YW + TCKT A4AN + TCKT A4BJ

ALIEN 3

Ooh, them pesky Aliens are back again. I bet they'll trample all over me vases.

Make gameclock run faster: D2CT CADY
Freeze game clock: AACT CA6J
Infinite ammo for machine gun: AJNA EA3R
Infinite fuel for flame-thrower: AJMA EA7C
Infinite ammo for grenade launcher: AJJT EA2J
Infinite hand grenades: AJKA EA8F
Long falls do not reduce energy: AMDA CA4J
Falls into turbine fans do not reduce energy: ADEA CAGJ
Never lose radar: AJFT AA66
Infinite lives: A2EA AA8R
Ripley jumps much higher: YDXA D93N
Machine gun capacity is only 50: LBRT JAEJ
Flame-thrower capacity is only 30: GBRT JAEJ
Grenade launcher capacity is only 20: EBRT JAEN
Hand grenade capacity is only 30: GBRT JAER

DRAGON'S FURY

I don't know, the youth of today don't know [illegible] fer, dragons and fantasy. Dragons aren't real, everyone knows that dragons are scaly. Eeeeeh.

Start game with only one ball: AECT BA3W
Start game with seven balls: A6CT BA3W
Start game with 25 balls: DECT BA3W
Infinite balls: REGA A6WR
[illegible]
Start with 1500 bonus points: B6CT AAEN
Start with bonus multiplier at 9: BECT AAE0
Bonus multiplier never resets when bonus is collected: [illegible] AABY

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RELEASE

OPTIONS

HOW TO CONTROL

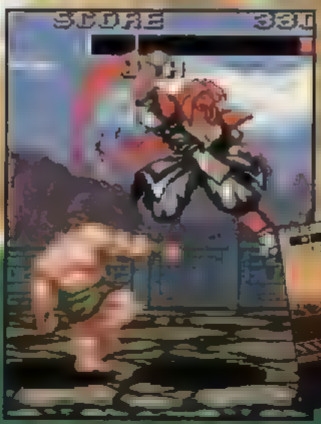
HOW TO PLAY

DEADLY MOVES

The general consensus between martial arts commentators around the world is that the art of fighting is fast becoming very stale with no more room for improvement in the art of kicking the crap out of someone else. However, word soon gets out of the ultimate fighter who's spent all of his life honing his martial arts skills to the very limit.

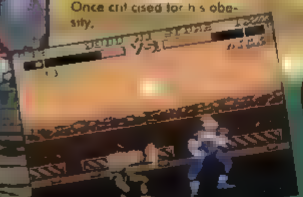
Enter Joe, an impatient martial arts student from the USA. He hears about this mysterious fighter and figures that he can do better. But a plan of action is needed. Joe realises that he can better himself by fighting the very cream of fighters from around the world. With their skills added to his own, Joe knows he'd be able to emerge victorious from a bout with this unknown martial artist.

You are Joe and it's your job to traverse the globe, engaging in pointless fights with ten masters of the art of fighting. A bout in game is split into rounds, just like Street Fighter II. The combatant for wins two rounds goes on to fight the next even deadlier master.



Joe is a karate, kido and boxing champ who also fires fireballs and pulls off "Super Nova" moves to any foe who dares jump at him. Joe is the only character you can select in the one player game.

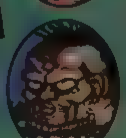
Once criticised for his obesity.



One player can tackle the enemies, or two players can enter the Versus Mode, where they choose a character and fight each other.

A massive Tat* goes out to the import specialists at Inte active Cor soles of Cuichester (Tel 0206 769421) for lending us our review copy of Deadly Moves.

Master of the Hoshi Ching fighting style Gao Luon is very quick overwhelming lesser opponents with his Moon ... ll Kick and Twin ... ng Dragon ...chniques. A



deadly fighter with powerful (and indeed Deadly) moves

! YONG (Thailand

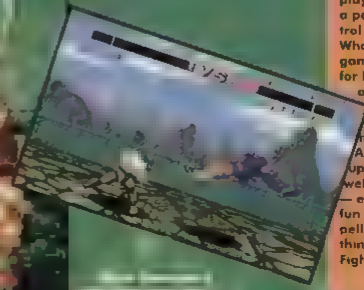
She was born in China, and is a master (mistress?) of the same art as Gao Luon. However she s customised her attacks, adding sophistication and even greater speed to her attacks

Once a prisoner in a concentration camp, Raynoski chose to learn a martial art rather than die from starvation like the others. Now his Double-Power Bomb and Double Arm make him a deadly foe

Once a performer of Kabuki theatre in Japan, Bu-Oh suddenly realised that he had inherited the deadly arts of ninjitsu, kung-fu, karate, aikido kobudo from his forefathers. Now instead of performing, Bu-Oh kills people

Kimera is the head of the Opa Opa tribe and member of the secret organisation "Junk" (a name to strike fear into the hearts of men, we're sure). He's also a fully qualified witch doctor. Beware his voodoo magic!

Also a member of "Junk", Nick was once a Matador, who ditched his spear for a knife. Using his uncanny reflexes, he now aims to prove to his [illegible] skills make him the most feared man alive.



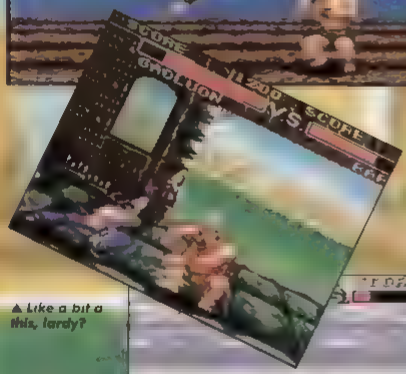
COMMENT

RICH

Having just played the Super NES version (called Power Athlete), I'm surprised at how close the Megadrive version is! The graphics and gameplay are virtually identical — even the Mode 7 trick for the ground is replicated exactly! However, the game itself is nothing more than a cut-down version of Street Fighter II. There are less characters, less moves and less backdrops. Having said that though, Deadly Moves is quite smart and very entertaining (especially with two players). However, it is quite a pain that you can only control Joe in one-player mode. What I do like about the game is the reward you get for beating an opponent. All of your stats are significantly increased, turning your fighter into an even meaner fighting machine. Any road up, for beat 'em up fans, Deadly Moves is well worth taking a look at — expect a game that's good fun and initially very compelling, but don't expect anything as good as Street Fighter II, that's all

REVIEW

Annual feathers-stuck-on-arms-unpowered flight contest



▲ Like a bit a this, lardy?

COMMENT

RAD What is it with Megadrive Street Fighter clones? Let's face it, none of them have been particularly inspiring, the best of the bunch so far being Fighting Master. Deadly Moves carries on the old Megadrive tradition of nearly-but-not-quite Looking at the graphics, you'd think this game would be great, the sprites are detailed and colourful, although the animation is a bit wobbly, and the backgrounds are varied and certainly aesthetically pleasing. Well, there are three major problems with Deadly Moves First of all, it's far too slow to get your pulse racing or even get the adrenalin levels up a bit. Secondly, there just aren't enough special moves, and those that there are are just a simple matter of pressing a couple of buttons together. Finally, it's waaay too easy to complete It's horribly easy to zip pretty much to the end on your first credit, and being able to go back and play against characters you've already beaten to boost your stats makes it all the simpler Alright, there are eight skill levels, but there's very little difference between them. That's not to say Deadly Moves is all that bad, it's quite a laugh, especially in two-player mode, but if you buy this expecting Street Fighter 2 you'll be sorely disappointed. Have a look by all means, but don't part with any cash without having played it

PRESENTATION 77

▲ There are some decent options to muck about with on the options screen and a fairly decent intro.

▼ The game doesn't really have a particular link or lead to either the game or its predecessor.

GRAPHICS 85

▲ The graphics are wonderfully detailed, and there's a wide variety in the backdrops. The animation, even considering the age of the Super Nintendo, is poor.

SOUND 78

▲ The sound effects are pretty impressive, and the tunes are quite good. Unfortunately, the sound is a real let down when it comes to how the volumes are really high to hear the sound and music at all.

PLAYABILITY 77

▲ All of the moves are pretty decent and the controls do their job well enough. The computer opponents are a very strong bunch, and the game takes on a whole new dimension in the two-player Versus Mode.

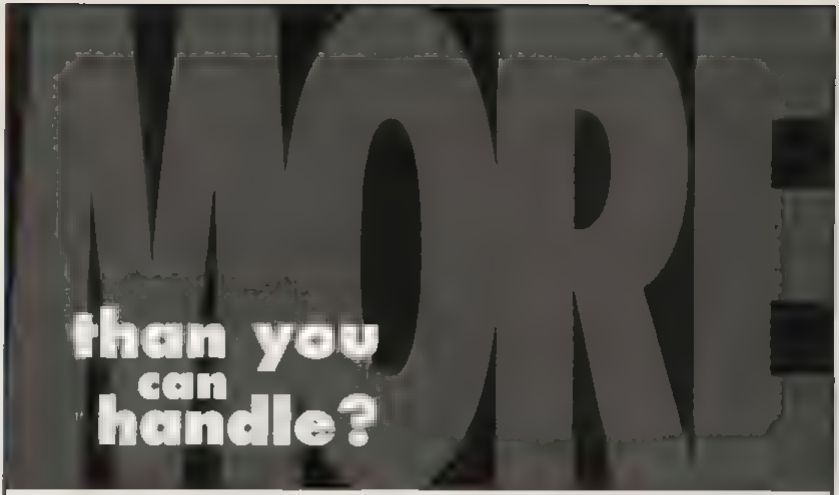
LASTABILITY 77

▲ The two-player mode is the only real reason to stick with the game for any length of time.

▼ The lower difficulty levels on the one-player mode make the game too easy.

OVERALL 77

Deadly Moves shows that the Megadrive has the potential to produce an excellent one-on-one beat 'em up. Although it's no Street Fighter II, Deadly Moves should go down very well with Megadrive owners after a decent look at it.



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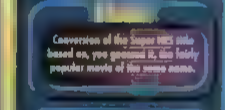
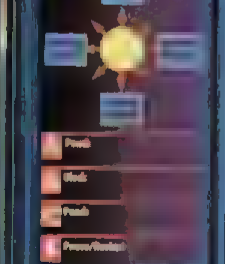
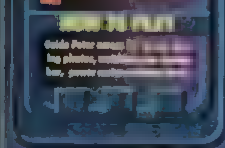
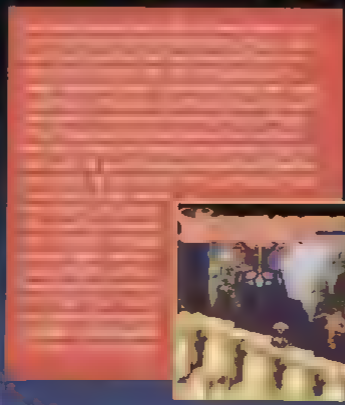


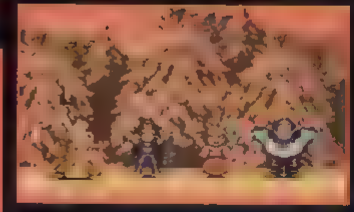




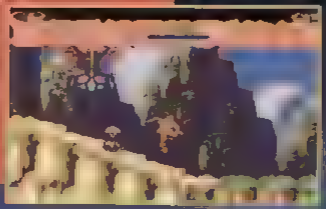
▲ Mind the... ooh forget it.

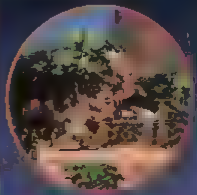
FLY! FLY YOU FOOLS!





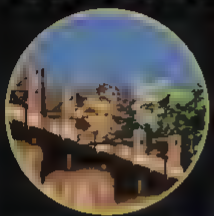
▲ "Praise be to the mighty Lord Marion!"





▲ You are Ralf Harris and I claim my £5.

▲ Tip! Skippy! Here boy!



▲ Hot Take this! Take it all!

▲ Whoah! Stale fish with the sword, maaaan.

Throughout the last century the name Pan has reverberated around nurseries, gardens and kitchens, bringing laughter and delight to children world-wide. Which Pan? Of course, a saucepan. You can cook dinner in it, play tennis if you've got two of them, or put them on your head and play army. Mind you, there's another pan which is pretty popular, the old duffer out of the Disney cartoon, Peter Pan.

The plot of Hook concerns Peter Pan having grown up into a stressed-out, hard-drinking businessman. What's more, he can't even remember anything about Never Land, and he doesn't even believe in himself, despite the fact his name is indeed Peter Pan, and his mother-in-law is called Wendy. Hook has heard of Pan's condition, and has decided to take revenge (despite having been eaten by a crocodile), kidnapping Pan's kids in this platform hack 'em up. It's your job to guide Peter across the platform landscapes of Never Land searching for your offspring, tracking down the nefarious Hook, and finishing him off once and for all.

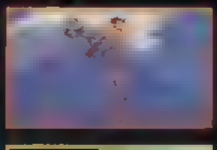
COMMENT

RAD

For all it's kiddie image, Hook was visually a pretty impressive film, and it's [illegible] been made of the colourful set style and digitised movie images. However, for true film-style atmosphere put the sound through the headphones [illegible] to listen is absolutely [illegible], a full orchestral affair which captures [illegible] of the game excellently. The [illegible] also great, very clear with a little reverb adding that "cinema acoustics" effect, although the acting is pretty useless. However, CD sounds are supposed to be impressive, that's nothing new — what about the game? Well, that's where Hook [illegible]. It would actually be a really good platform adventure game, but for a few small difficulties. For starters it's a bit slow, [illegible] the controls certainly aren't as responsive as they could be. The other minus point concerns the frustrating "Ha ha, now you die!" no-way-out situations the game seems to throw at you at least once per level. Things like the mermaid on level five who grabs hold of you and guides you [illegible] into all the bombs you've been trying so hard to avoid. Hook isn't a bad game, it's actually quite good fun when it's not getting under your skin, and it's [illegible] one of the better CD releases in comparison to garbage like Earnest Evans, but there are better platform games available for the standard Megadrive.

PETER PAN'LL MAKE YA...

Of course, anyone who's read the book or heard the story of Peter Pan knows about his magic flesh-splitting sword of doom. Well anyone who's read the instructions to Hook knows about Pan's fireball-spitting sword of doom. See, when Pan were a lad and used to play pirates-ating, a magic sword was just the accessory to have, as well as signifying his superiority over the other Lost Boys. When Pan left Never Land, the sword fell into other hands, namely those of Rufio, the new leader of the Lost Boys. In order to reclaim his chosen weapon Pan must fight in a duel against Rufio, the former of which covers the weapon. The blade itself is pretty damned sneaky, it's [illegible] short-range slash, it's [illegible] long-range fireball, it's [illegible] wide-range [illegible] and it's [illegible] super-duper-range [illegible] which [illegible] further on in the level. Powers to recollect.



▲ "Ha, you got the ball back"

PETER GRABS HIS CHOPPER

That Peter Pan is certainly an active chap. His speed and agility are fully exploited in the game. Along with the usual platform activities [illegible] includes a number of other moves. For instance, keeping the A button depressed after an attack whilst pushing either left or right causes Pan to run like the wind, spinning over the landscape as fast as his legs can carry him for as long as the direction is held. Pressing A whilst spinning also allows Pan to defend himself with his sword. Pressing it whilst in an upside launches him into a super-mega-turn. Who says Robin Williams is chopped-out

[illegible] number is 071 439 1138.

GRAPHICS

AMP

game
But, whilst being hugely impressive, these do

. The game itself is not that bad, but
quite enjoyed Hook on the Super NES

is a direct reproduction — right down to the

the film!) and the way Pan dawdles through

its own.
All the
would be cheaper to wait for the inevitable Megadrive-dedicated version whilst playing one of your Dad's classical CDs. Nice game, but a shameful misuse of the Mega CD's capabilities. Not, I hope, the shape of things to come.

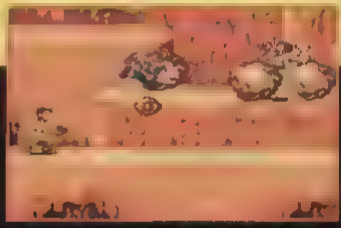
▲ "Tarzan! Presents!"

▲ "That pesky Pan's in my veg again!"

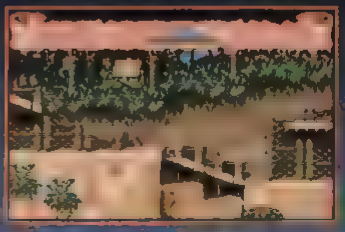
Startled by Chip's sudden appearance, Pan fumbled and dropped his sweets.

I'LL NAME THAT TUNE IN ONE

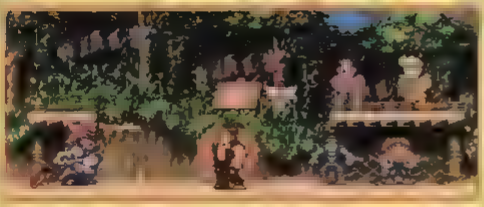
▲ "By the power of Greyskull!"



▲ "He's got rather a big rock on" mused Pan



▲ "This is even better than that time at London Zoo, eh One-Eye?"



I'VE GOT A HUGE BONUS

PRESENTATION 92

- Loads of options
- Very good intro
- Nice FMV sequences
- Good use of CD
- Nice presentation
- No options

GRAPHICS 90

- Very colourful
- Varied and detailed backdrops
- Large sprites
- Nice FMV sequences
- Lots of variety
- Sprites are a bit small

SOUND 97

- Tremendous soundtrack
- Excellent FX
- Speech
- Nice use of CD
- No options

PLAYABILITY 76

- Well thought out
- Easy to learn
- Controls
- Nice and responsive
- Very frustrating

LASTABILITY 73

- Some puzzles
- Absolutely no use
- Lots to explore
- Lots of options
- Extremely frustrating

OVERALL 72

Visually and aurally Heart is tremendous, but unfortunately there is a very average game bursting to get out. A real waste of the Mega-CD's enormous potential.

1-2 PLAYERS

PRICE £39.99

ET

RELEASE

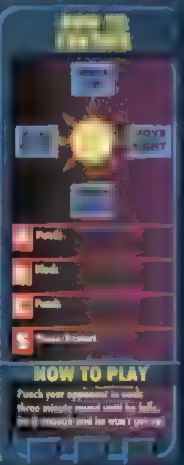
OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
RANKING 7

ORIGIN

licensed after the most famous [illegible]



HOW TO PLAY

Punch your opponent to the three intensity round until he falls. Do it instantly and he won't get up.

Boxing is dangerous. Heavy blows can seriously affect the mind. Unconvinced? Well, consider whether one Frank Bruno would be prancing round provincial town theatres dressed as Mother Goose or whatever, unless serious damage had been done to his brain. And would, for that matter, Henry Cooper have endorsed such a plainly naff 'fragrance' as Brut had his brain not been bashed around a bit. I doubt it.

However, video game boxing has a clean bill of health. On screen you can jab and lunge to your heart's content, even more so with the latest digitised pugilism of Muhammad Ali's The Greatest boxing. It's a quick trip to Caesar's Palace, into the satin shorts before you can say "I am the Greatest", and a good few bouts of ring-mastery, courtesy of Virgin.

▲ It was YOU who farted!

TOURNAMENT/EXHIBITION

An exhibition match is a one-off, for one or two players. Tournament play offers the chance to start at the lowest ranking (10), and make your way through a succession of fights to top dog. This takes a long time, so a password feature is incorporated allowing you to save your unblemished positions

MUHAMMAD ALI BOXING

THE GREAT UNWASHED

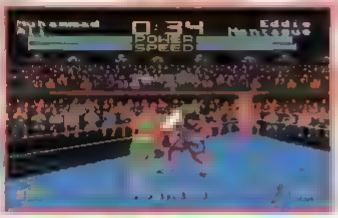
One of the 'great' things about boxing is the atmosphere created by an enthusiastic crowd. Estate Agents by day, they turn into baying maniacs demanding blood, once the contenders start slugging it out. Happily, Virgin have retained the aural atmosphere by having a vocal crowd in the background. Calls of encouragement and chants for Ali come during the rounds. If someone goes down voices are heard telling them to get up. There are wolf-whistles as the card-carriers cross the ring, and the shouting increases

▲ Crack! Oh, stop the fight! Mo back's gone!

The sun sets on the scores.

FLOAT LIKE A BUTTERFLY...

There are two separate control methods for Muhammad Ali's players to choose from. The first is called Arcade because it's quite close to how arcade boxing games work — pressing a button launches a punch. The other choice is simulation which is a bit more interesting. In this mode a punch is made by holding a button and swinging the joypad. There's no doubt that most people prefer the feel that this control method gives to the action.



MMAD

GUS

I wasn't really expecting much from this, considering how boxing is usually done on a console, but I ended up playing this for ages. The graphics have found the balance between animation skill and action which makes Muhammad Ali really good fun to play. The best feature is the control — having two methods broadens the appeal of the game, although the simulation is much better. It gives you a real feeling of connection for your blows. You also are able to move more easily than other boxing games, though it could have benefited by being even faster. But the main difference between this and its rivals is that it's fun to play. This is partly due to well thought out gameplay, and the atmosphere created by the sound effects and presentation. Some bits, like the virtuality sequence, don't come off, but overall Muhammad Ali is the best boxing you could expect on a console.

WINNING WAYS

Each player has two health bars, representing power and speed. Taking hits reduces both of these sharply, but even swinging your fists whittles them away. Conserving your own bars, and reducing your opponents' are the basic game aims. When his bars are very low, the fighter falls. This is classed as a KO. The referee gives the fighter a count of ten to get up or forfeit the match. If a fighter falls three times in a single round this is TKO, which also forfeits the match. If neither occurence takes place, the match is decided by aggregate points awarded for each round's performance by three judges.

MUG'S SHOT

There are ten contenders, including Ali vying for top billing at Ceasar's Palace. Each has their own fight characteristics, and taste in boxer's shorts

BRUNO FRANKO
A bit of a Raging Bull type, Bruno's a fiery Italian who favours pushing his opponents. He also goes for the Yul Brynner look.

CARLOS ESPINOZA
A touch of salsa from the Latino talent from the Argentine. Carlos Espinoza is constantly ducking and blocking.

EDDIE MONTAGUE
Eddie grew up with the street gangs, and his style is anything that will succeed.

KIM LEE
Vietnamese boxer, but don't worry, no feet are involved. Kim is young and angry, and goes for it from bell to bell.

MARVIN COOPER
His flaming hair matches his fiery temper, but Marvin's Olympic trained and fights a tactical game.

JACK BLAKE
Jack's an old hand at the fight game. He may be a slower fighter, but there's power behind the blows.

TOMMY HAMMER
He probably got his name from the weight of those hands. Tammy's long arms are constantly body checking.

MAC ROBINSON
Another American contender, an ambitious young challenger who relies on a ducking defence.

BART RAMBLER
His off-ring reputation as a spaghetti eater explains all that excess energy. That makes him a stamina fighter.

MUHAMMAD ALI
Simply the King. Ali has the speed, the power and the hunger to go for KOs in every fight. The best fighter on offer.

▲ You wanna run your hand over me six-pack?

Virgin's not so convincing virtuality.

Let me have a closer look at that.

▲ Hands up if you use Right Guard...

COMMENT

RICH I was expecting a lot from this game as it's programmed by Park Place, the Megadrive master coders responsible for EA Hockey and John Madden Football. Happily, whilst this game isn't as good as those two classics, Muhammad Ali is still the greatest boxing simulation available for the Megadrive. It plays very well indeed. The arcade mode is brilliant for players who want a decent button-pressing violence fest, while the simulation mode is a lot more strategic, requiring a good deal more thought. The sound effects are excellent, effectively capturing the atmosphere of a fight, and the graphics too are of a great standard. The only gripe I have with it is that there isn't really much to the actual gameplay — but that's more a result of the sport rather than this game. The point is that if you're after the greatest boxing game available for any console, Muhammed Ali is the only game you should even consider.

PRESENTATION 86

▲ Lots of hopper presentation, like speech samples and options, a password and two-player option.
▼ A real 'virtual flight' around the boxing arena fails to impress.

GRAPHICS 80

▲ Sheer enthusiasm, the most impressive animated sprites in all a high standard.
▼ The jerky scrolling, is a bit of a letdown, and the graphics have limited variety.

SOUND 84

▲ Excellent choice of samples and impressive crowd atmosphere. The boxing-arena sound effects make it all sound quite polished.
▼ Some of the music is frankly crap.

PLAYABILITY 87

▲ The more you play, the more you notice it. There's just a brilliant feel to the action.
▼ It doesn't play as fast or as furious as Streets of Rage or Streetfighter.

LASTABILITY 80

▲ The two-player option guarantees long term fun.
▼ Fighting through all ten opponents may not take as long as you might think.

OVER ALL 85

Topper is the word to describe this, currently the best one-on-one boxing game on Megadrive [illegible] the greatest boxing game [illegible] any home console.

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This game is a fairly fantastic example of the game-playing elements from previous Sonic, Mario and Alex Kidd games.

Pick up

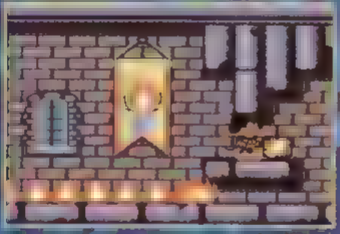
Jump

Guide Mickey Mouse through platform levels, defeating bosses and finding treasure on the way.

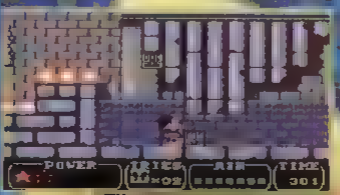
52 MM SEGA

ins Mickey finds unacceptable.
Mickey Mouse for
to roam the mysti
land that looks suspiciously like a scrolling platform game, complete, bottom bouncing, meanies, defeating bosses, finding the evil Phantom and reappropriating the crystal. With the crystal in his vice-like grip, Mickey is able to save the land of nod and make it a safe haven for any more potential dreamers.

MEGA GAME



Mickey
Mickey



POWER
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TIME 301

MICK

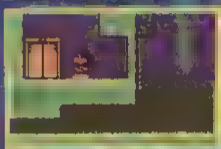
Giant Mickey Destroys Villages Blocks!

BUBBLY ENGLISH

GOLD EDITION

REVIEW

KEY MOUSE 2



SCOTT HAY

To get from one stage to another, Mickey makes use of the special map screen. This works in much the same way as the map in Nintendo Mario III and IV. Just take the on-screen [illegible] to your desired destination and press fire! Unfortunately, [illegible] only become accessible once you've completed various tasks in the first few levels.

BOSS DRUM

During the game, Mickey comes across many different end-of-level bosses that attempt to stop his quest to find the crystal. The first is a massive fire-breathing dragon. Chuck rocks at its head to destroy it. The second boss is a sheet-like ghost, who attempts to ram you or burn you to death with its fireball satellites. The vulnerable point on this meanie is on its head — bottom bounces ahoy!

COMMENT

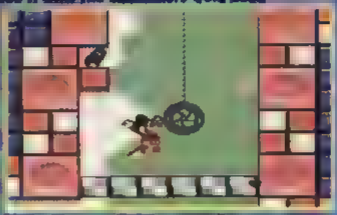
RICH

I was expecting a lot from Mickey Mouse II and I was initially disappointed to find the gameplay not much removed from the original game. However, once I got into it, I discovered a game that was fast and packed with action. The graphics are very good for the 8-bit machine, with some brilliant animation and vibrant backdrops. There are loads of levels to conquer, and the puzzle elements of the game sometimes require you to retrace your steps to previous levels to find new objects and stuff. The inclusion of magical items to use is a significant touch — I particularly like the potion that shrinks Mickey down to a fraction of his normal size. This is definitely better than Mickey Mouse I, and well worth buying as soon as it hits the shops.

REVIEW

MASTER SYSTEM

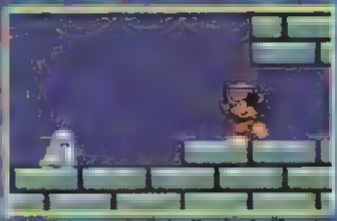
"Heh heh. Minnie will never suspect that I've stolen her diary and replaced it with the instructions Quik Book."



COMMENT

LUCY

Mickey Mouse II is Master System gaming at its very best. Heaps of imagination has gone into making this a really fun and challenging game — bottom-bouncing your foes to oblivion is a particularly nice touch. The sprites are huge and clearly defined, the backgrounds predominantly gorgeous and the animation is second to none. There's loads to do and explore, tons of puzzles to work out and unlike the Megadrive's World of Illusion, this definitely doesn't suffer from being too easy. Basically, anyone with a Master System should snap this up as soon as it hits the street, it's well worth it.



Whilst the occasionally ineffective but humorous attempts at stealth and avoidance by Mickey...

Erm, keep minding that inclination are the fish, Marion...

practice of the classic platform genre. A truly excellent example has arrived on the Sega formats that the normal used to look through.

PRESENTATION

87

▲ Some brilliant cut-scene pictures appear as the story gradually unfolds.
▼ So only problem here is the lack of options to muck around with.

GRAPHICS

94

▲ Mickey and the rest of the sprites are all perfectly defined with brilliant animation. The backdrops are excellent too, with lots of colour and decent definition.

SOUND

77

▲ Tinkly tunes accompany the proceedings, and actually they aren't that bad at all considering the limitations of the Master System's sound chip.

PLAYABILTY

92

▲ The game is very fast and easy to get into, with the only tricky sections coming near the end when you have got through the simpler stages.

LASTABILITY

90

▲ Getting through some of the later levels takes some doing, and the interest level while you attempt this remains very high indeed.

OVERALL

91

Another brilliant platform game for the Master System, definitely superior to the dull Castle of Illusion. Make sure you add this game to your collection.

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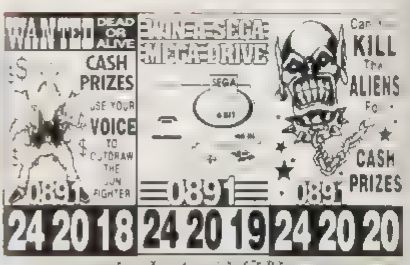

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TOP 10 CHA

MEGADRIVE

1 ECCO
2 STREETS OF RAGE II
3 ROAD RASH II
4 SONIC THE HEDGEHOG II
5 WORLD OF ILLUSION
6 LOTUS TURBO CHALLENGE
7 NHPLA HOCKEY '93
8 JOHN MADDEN '93
9 THUNDERFORCE IV
10 BATMAN RETURNS

The splendiferous Ecco, named Megadrive game of the year by our good selves, [illegible] gone straight in at number one, knocking Sonic II off its pedestal [illegible] lent Streets of Rage II creeping up its rear. Other than that it's another rehash of last month's listing but watch this space for further developments.

MASTER SYSTEM

1 SONIC II
2 MASTER OF DARKNESS
3 LEMMINGS
4 THE SIMPSONS
5 PRINCE OF PERSIA
6 ARCADE SMASH HITS
7 TAZ-MANIA
8 SUPER KICK OFF
9 TOM AND JERRY
10 OLYMPIC GOLD

Sonic hangs on in there at number one but is being closely threatened by Sega's brilliant platform romp – Master of Darkness. Tom and Jerry races into the top ten at but other than that new entries are conspicuous by their absence. Roll on next month and hopefully some more changes.

HARTS

...here can rejoice next ... is born, mean, reading ... develops the organ that is the ... brain is bigger, better and more com... section. And to heighten your ... still further we might make you stand ... bus queue before you're allowed to ... (ash?... Rich). In the meantime dig in ... the tops in the Sega list

JAZZA'S SEXY COIN-OP CHART

1. STREET FIGHTER II CHAMPIONSHIP EDITION
2. VIRTUA RACING
3. STAR GATE
4. ROBOTRON 2084
5. DEFENDER
6. I, ROBOT
7. TEMPEST
8. BUBBLE BOBBLE
9. EMPIRE STRIKES BACK
10. DOOMED JACK

For all you arcade addicts out there, we thought we'd ... Jazza's brain for an all-time top ten coin-op chart. ... sticking the pick ... into his scored brain, this is what he came up with (he is ... recovering in hospital ... Lucy's DIY ... efforts).

GAME GEAR

1. SONIC THE HEDGEHOG
2. STREETS OF RAGE II
3. SHINOBI II
4. LEMMINGS
5. DEFENDER OF OASIS
6. ALIEN III
7. BATMAN RETURNS
8. PRINCE OF PERSIA
9. TAZ-MANIA
10. INDIANA JONES LAST CRUSADE

Still in at the top is ... blue spiky ... but the brilliant ... Sega looks set to take over any minute. Another new entry is the excellent Shinobi II as well as the fab RPG, Defenders of Oasis which is slowly creeping upwards. Other than that it's another reshuffle but things are definitely looking up.

BATMAN RETURNS

[illegible] isn't the return of one of the [illegible] expected flight onto another lucky console. Once more the distinctive [illegible] and horned head make their appearance, this time on the Master [illegible] secrets under scrutiny from the hungry masses

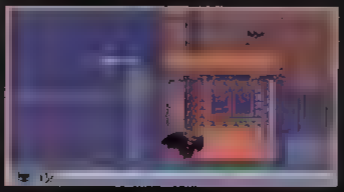
▲ *Hello. I've come to fix your door.*

▲ *Hey, there! Come back with my stereo!*

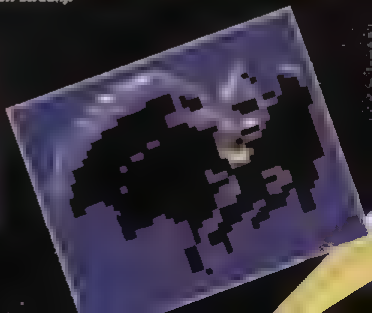
Batman is directed through the many platform levels by means of the joypad, with the fire buttons used for punching and kicking. Of course, in the interests of peace and justice, not all these moves are possible high-flying heroism or humiliation await.

Batmen Returns is your archetypical platform rescue mission within the confines of an architecturally magnificent but deranged Gotham City. Just as the film of the same name is concerned with the destruction of Batman's adversary, Penguin, and the evil bird's assistant Catwoman so the game follows similar lines — pitting the determined Dark Knight against their lunatic plans whilst [illegible] player at his command.

▲ *Batman takes part in a monster spitting contest with the truck driver (off screen).*



▲ *Fly, fly you fool!*

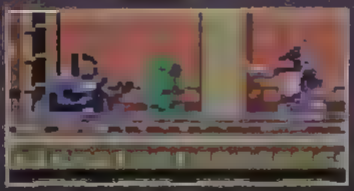


BATMAN

▲ A building.

ADJUST TO TOY WITH THE BAT ALTITUDE

The metropolis' government are spending the cash elsewhere. Whatever the situation there isn't a street in the place that isn't populated with pot holes or completely unsurpassable because there's absolutely nothing left — not a trace! This problem is of no concern to Batman, of course! Rather than sit staring into the gloom of these frequent pits, swinging his black boots and wondering how on earth he is expected to give chase with this in his way, he uses his grappling hook. With this he is able to deliver himself to [illegible]



▲ Batman's other job is shooting thermos flasks. Nothing else to avoid all in all, simple.

RED QUARRY, YELLOW QUARRY

There are three items that Batman hunts down to improve his chances. These are the red, yellow and grey bat icons. When Batman strikes a floating bat with either a Batarang or his grappling hook the deceased animal drops such an icon for Batman's use.

RED/ORANGE: Provides Batman with a full power-up and an extra credit.
GREY: Extends the range of the batarang.
YELLOW: Ensures a speedy return of the batarang once thrown.

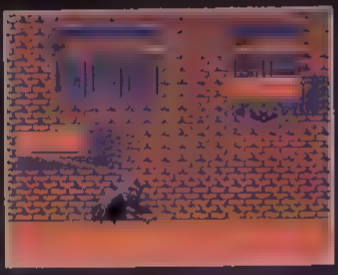
COMMENT

PAUL

REVIEW

KNOCK ME DOWN WITH A FEATHER

Contrary to his public image Batman is more than a little susceptible to damage. In fact his composure is completely and utterly ruined at even the slightest of touches. One tap from the finger of a bomb-tossing female and he crumples into a heap, a mere brush of the shoulders with a clown and he just keels over and dies. Surely this is not what we have been led to believe! It's a scandal! A shame! An outrage, by George! (All right, calm down! — Ed)



▲ What's this? Answers on a postcard to IT'S A... at the usual address.

COMMENT

RICH

PRESENTATION

▲ Each of the five stages are prefaced by a choice of route pre-resolution screen.
- Elsewhere the pre-resolution is either awful or simply absent.

54

81

GRAPHICS

▲ The music suits the nature of the game.
- Unfortunately the sounds reflect the gameplay, to point

79

PLAYABILITY

▲ There's no time limit, giving Batman time to collect many lives.

74

LASTABILITY

▲ Worse than average graphics and pre-resolution coupled with the unfashioned gameplay are an instant turn-off.

68

OVERALL

70

In what appears as a marked effort Batman's return fails on this particular console proving itself inferior to its Megadrive and Game Gear team members. In all, a real disappointment.

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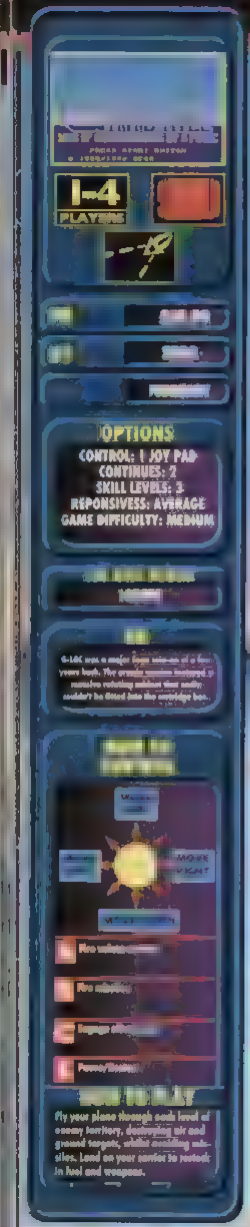

1-4
PLAYERS
OPTIONS
CONTROL: 1 JOY PAD
CONTINUES: 2
SKILL LEVEL: 3
RESPONSIVESS: AVERAGE
GAME DIFFICULTY: MEDIUM
HOW TO PLAY
Fly your plane through each level of enemy territory, destroying air and ground targets, whilst avoiding missiles. Land on your carrier to restock in fuel and weapons.

Step back into the annals of aviation and look at the history of, not flight, but arcade flight simulators. Instead of picturing the daring young Wright brothers, launching their dreams at Kitty Hawk, think of Wayne and Kevin Wright, taking their lives into their hands down the local arcade. Many daring young pilots have shaken a tail-feather on the likes of 'Bomber [illegible]979 Red baron' (1980), and 'River Raid' (198[illegible] made little difference that these ancient games were cack. It was the Age of Adventure! Nowadays lots of hi-tech flight games like G-LOC are fighting for the [illegible] to regard as your dinner. They even go to the extent of building 360 degree spinning contraptions to house the screen.

Well G-LOC on Megadrive doesn't have the fancy hardware, but maintains the basic gameplay of the original, which is a never-ending supply of enemy fighters and bases to be shot down against a strict time limit. The state-of-the-art in arcade aviation is a corner launched joyride of murder and mayhem. Enjoy.

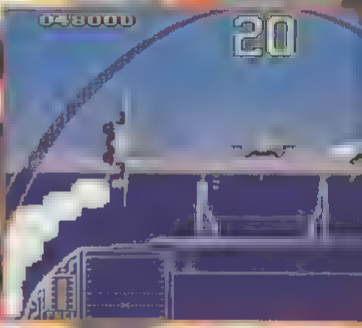
hello mum.

BATCHES OF BUTCHERY

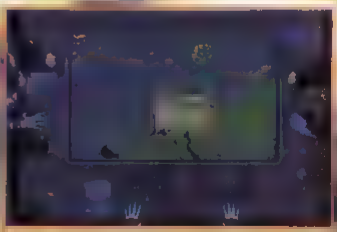
G-LOC plays as a series of missions, split into sub-levels. A timer at the top of the screen counts down from 99, and the game ends if it reaches zero. The only way to get extended play is to shoot the required number of targets for each sub-level. The requirements is announced by a disembodied voice of the commanding officer, who thinks of an endless variety of ways to say the same thing: "10 incoming bogies, sir"; "We need 20 confirmed kills"; "15 more targets", etc ad nauseam...

ATTACK MODES

Enemies come in two [illegible] for the beginner to recognise — the [illegible] in [illegible]on, and easy pickings and [illegible]. They fly [illegible] front of you, then turn [illegible] head-on [illegible]. Occasionally you may see a [illegible] colour [illegible]. These are special squadron [illegible]rs, and [illegible] them provides a bonus. The second [illegible] way has no wings, it sits in [illegible] and [illegible] into the air, and is generally called a 'ground target'.



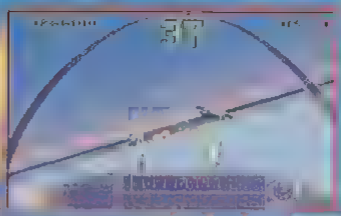
He's got one in his sights, but wait! Where did they come from? Aliens!



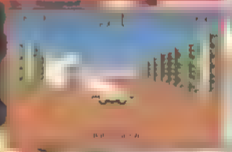
BASE BRIEFS

Before you are launched on your mission you have the option to view the terrain of each stage. An overhead map of the level is displayed across a viewing table. Pressing A zooms into a pixellated close-up of each section with air encounters marked as triangles, ground targets marked as circles and the landing carrier marked with a square.

G-LOC



The wandering trigger-finger finds a bogey.



COMMENT

Well, this is a step backwards and one mistake. Afterburner II is one of my favourite games, but this is far, far worse. The one thing both of these games had in common was that they were very repetitive, but Afterburner II made up for it with fast exciting gameplay and loads of enemy 'planes on screen at once. G-LOC is quite a ponderous game and the fast pace and excitement of Afterburner is lacking completely from this game, and the host of enemy targets for you to dodge or shoot is ludicrously small. I agree completely with Gus — G-LOC is completely unexciting with no variation in the gameplay whatsoever. The coin-op's main pull was undoubtedly the hydraulics and the superb graphics. This Megadrive game has neither, so you're left with a shallow mockery of the original. If you're desperate for an Afterburner game, Afterburner II still rules supreme.

REVIEW

CARRIER BAGGING

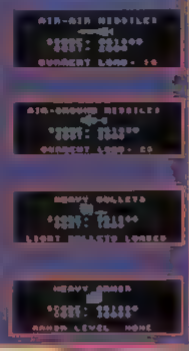
The reward for shooting down all that enemy hardware is a trip to the carrier custom shop. The swag is laid out in three screens, each showing — and if certain [illegible] is [illegible] the [illegible] you [illegible]

AIR-TO-AIR MISSILE
[illegible] missile sold in batches of ten. Cost 2000

AIR-TO-GROUND MISSILE
Missile used to destroy ground targets. Ten for 2000

HEAVY BULLETS
These make your vulcan a more effective [illegible]

ARMOUR
There are three different armour grades, each giving your plane increased protection from enemy hits. 5000, 10000, or 30000 points.



COMMENT

I find it disturbing that after three years of a machine's life, that programmers haven't learned what can and cannot be done. G-LOC's big advantage is its timing: it came straight after the execrable Afterburner III.

Although this is unadventurously a better effort, it's still a bad game. The coin-op is ageing, but even when it was fresh it [illegible] was here held up by its boxy, scaling graphics and rotating cabinet. Now, the coin-op is old hat, and the Megadrive is pretty hopeless on the graphics and sound front in this conversion. The main letdown is the endless tirade of targets, the only intervention coming in the phrases used to introduce them. Players use a never endless supply of missiles, because aiming them up with the carrier in just too much trouble. In addition, the game features some really dire moments, like the shuddery columns around the sea convoy, that convince me it's not up to scratch.

[illegible] flop-floop [illegible] isn't [illegible] load of that. Phwoar!

Indeed, we can quite categorically confirm that they have, beyond the shadow of a doubt, run out of time.

PRESENTATION 73

▲ A fair amount of options, with different controls and skill levels.
▼ Otherwise, there's nothing really outstanding about the game whatsoever.

GRAPHICS 56

▲ Nicely drawn cockpit and planes. Sensible choice of colour schemes.
▼ Looks a real scene of movement. Sparse detail, and the graphics don't convey a realistic sense of light.

SOUND 63

▲ The sound effects are adequate. Nice engine noises.
▼ The music is very average, sounding like cut-down other Megadrive games. There is a serious lack of a good afterburner effect.

PLAYABILITY 62

▲ More playable than Afterburner III. A gentle difficulty curve.
▼ There's a limited variety of action, and a frustrating lack of control over the 'plane itself.

LASTABILITY 45

▲ The game becomes challenging after the second mission.
▼ The gameplay becomes monotonous within a short time. Not enough thought has gone into creating an interesting game.

OVERALL 52

A backward step from Afterburner II. A total lack of variety and excitement means it's blander than Tom Cruise nipples. Malvern water.

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REVIEW

1 PLAYERS

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OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVESS: POOR
GAME DIFFICULTY:

LET PAY SCORE COMPLETED

ORIGIN

Little Mermaid stars Ariel, of the Little Mermaid Disney cartoon fame. Closely converted from the Megadrive.

HOW TO CONTROL

THE LITTLE ME

...there was a big wet flakes fall under... child you know. Bourgh!

HIDDEN WRECKS AND LOST CITIES

The Little Mermaid has four levels, each with its own guardian at the end. The reef is a right maze of rocky ... with eels jumping out to grab you unawares. The ... is a gloomy Rock Trek. Next is the ... galleys. Deadly ... swing around ... that, Ariel discovers the lost ..., where bizarre flowing arches ... The final level is a trip ... the volcanic lair, where ... the ... are brought to fry you.

GET IT OFF YER CHEST

All across the deep are chests, that probably fell off the back of a galleon years ago. All it takes to break into these treasures is one of the many keys found in the reef's nooks. Chests often contain money, lives or energy.

A PAIR OF FLAPPERS

Either Triton or Ariel depending on who you pick are able to swim around the various reefs and sunken wrecks without breathing. Control is dead easy just push in the direction you want to go. Both characters have a magical power which repels the underwater villains. Triton throws sparks from his trident whereas Ariel has neat little circlets of stars. The effects the same and the characters have no other differences apart from the obvious physical ones that is!

ERMAID

COMMENT

LUCY

With Ecco the Dolphin, Sega proved that an underwater game can work incredibly well — unfortunately, The Little Mermaid doesn't. Even allowing for the fact that it's aimed at younger players, a game that can be finished in 20 minutes flat has got to be a waste of dosh. Although graphically it's okay, the gameplay's samey and tedious with little challenge involved. A mentally defective sheep might gain a modicum of enjoyment out of this but anyone else keep away!

FISHERMAN'S FRIEND

Ariel has three pals to rely on, when the task in hand becomes too much for her. She calls them by holding button two and moving the joypad. Each direction releases a different creature. Sebastian the Crab [illegible] The Digger fish's talents are used [illegible] — he [illegible] Finally, Flounder is [illegible] shift the heavy rocks that Ariel cannot pass. But the mermaid only has a limited number of these creatures, as they float away after completing their job.

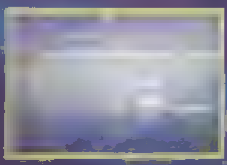
COMMENT

GUS

The Little Mermaid worked well as a film, but doesn't really cut it as a game. Basically, there's not enough to be done, with only four empty levels to float through. It's a sort of cut down Ecco, but the cuts have come in the playability and challenge departments. The control is also annoyingly sluggish, coupled with jerky scrolling. The graphics are quite nice in places, but that's no reason to pick up a Game Gear effort which should last a day tops.

SO GNARLY SONAR

Each level is spread over many screens, so getting lost isn't too difficult. Luckily, a map is at hand. Pause the game then press button two to bring up a sonar map where you are marked as a red [illegible] [illegible] [illegible] [illegible]



LONG TERM REPORT

BREAKDOWN

STRATEGY

ACTION

PRESENTATION 75

▲A choice of characters and three skill levels. Nice title screen.

▼Not much in the way of story and atmosphere. Also, the in-game map is slow to draw.

GRAPHICS 75

▲Both characters are close to their cartoon likenesses, and the [illegible] are generally good.

▼Lack of variety. Each of the four levels is different in style, but quite sparsely decorated.

SOUND 45

▲Irritating pleasing-pleasing renditions that barely resemble the ever-stimulating soundtrack of the original movie.

PLAYABILITY 58

▲Pleasant and untaxing enough to begin with, the game is quite jolly.

▼The sluggish control is very annoying, coupled with the over simplistic and slow-paced gameplay.

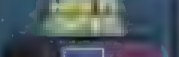
LASTABILITY 38

▲The game is fairly easy, despite being a handful to control. Any average player will have seen the four levels within an hour. There simply isn't enough to do.

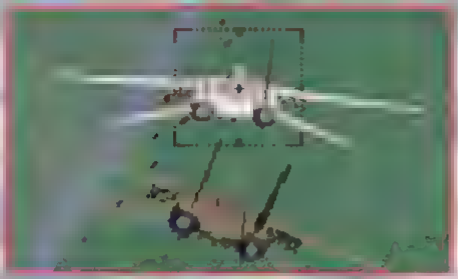
OVERALL 42

Perhaps the theme will appeal to the very young, who should get more value out this very easy game. For anyone else it's too basic and short-lived to be of any interest.

AFTER BURNER III



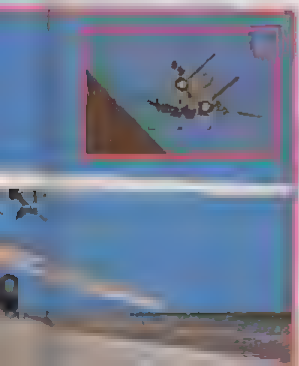
SHAKE IT, BABY, SHAKE IT!



If ever a bogey should tag your tail, Captain Constipation notifies you of the predicament. A cross-hair target appears on screen, representing the targeting system of an enemy fighter and then it's your task to shake the bounder off

COMMENT

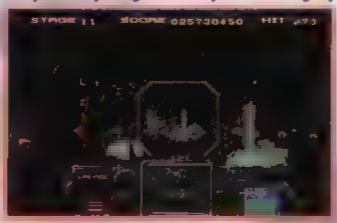
This is the most awful piece of software I have had the misfortune to lay my eyes upon in the past three years. Even Dark Castle has more pulling power than this. A mixture of abominable spitball Ones like [illegible], jerky, animated tanks, [illegible] and actually ignored, this game is a real turn off and there really is no excuse for it. All that is required is to launch left or right for the whole time and wait until the computer locks on to a target — with an interesting bleep as it does — then press the missile button. Then wait the considered half a second for the dopey enemy craft to explode. It might be nice, then, to alternate some pretty scenery to boredom invoking at the start, but not every location looks exactly the same as the last, apart from the ugly range of colour schemes, allowing boredom to unroll its dirty old self and put his feet up for good. Everyone in the office who has played this game has walked away looking like a vacuous zombie, with stark, distorted memories from behind glassy-eyed eyeballs! To mention the distorted sounds in, shall we say, would be like kicking a man when he's down — it's not the sounds are flippin' disgraceful too! I've never heard such a rocket Afterburner III is the worst game on the Megadrive, let alone the Mega-CD.



▲ **Wow, would you look at the quality of that plane. Gosh, I bet this games is dead good...**

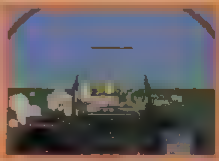
◀ **But hold on a minute, those backgrounds look a little, shall we say, uninspired.**

▼ **My God! I paid good money for this tragedy!**



PARTY AT GROUND ZERO

Every five stages the F-14 pilot is ordered to attack ground installations. Such a job requires the cast iron nerve and a spare pair of pants. It is during these low level attacks that the aircraft is most to attack from the likes of tanks and underground bunkers. Other hazards of the lower altitudes present themselves in the forms of towers that are either blasted from their roots or best avoided

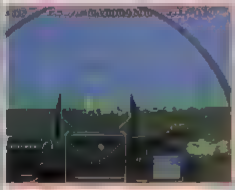


REVIEW

COMBAT

The disc box boldly announces 'A super-real jet simulator', and you just might be led to believe it, considering Afterburner III has been trumpeted as the great 3D flying, oh-much-too-technical-to-be-lumped-on-a-cart game. The painful truth — it's more ultra-crap than super-real. Afterburner III is incredible, but only in a way that makes you wonder how it could have been so badly mutted. None of the sprite-scaling Mega-CD tomfoolery is in evidence, as bland two-colour backdrops shuffle past, 'super-real' blobs passing for trees, houses, missiles, planes... Grindingly this effort makes the Quickshot Supervision look hi-res. Well, at least the sound will be good... Wrong! CSK must have nabbed the rights to all those tunes they play with Coolzoo pages or the Test Card, because they sound exactly the same. The speech is crappier for a CD system. But the gamest Mark, the game completely does your head in because it just isn't there. Endless afterburners, endless missiles and an endless procession of jets that appear and disappear in a second. This is not gameplay! Let's be honest, the Mega-CD hasn't stirred waters abroad that much, and it's going to bomb even faster here if this is the standard of software support — because this dog is an affront to console games, even by 8-bit standards.

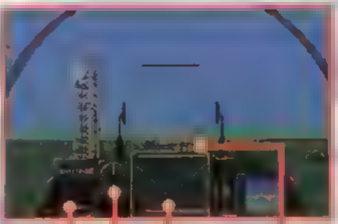
▼ *Marvel at the spectacular low-level attack hit. Or don't...*



◀ *Hit the afterburner, hit the afterburner you fool...*

WHAT DOES THIS BUTTON DO? AIEEE...!!

Inside the F 14's cockpit the pilot is faced with an intimidating panel of flashing lights and confusing dials. It is possible to ignore them all and fly by the seat of your pants, but that isn't really recommended



DAMAGE METER: Along with the bullet holes in evidence on the windscreen, this is another good way to

much damage the F-14 is

AIR SPEED INDICATOR: Watch the indicator on this particular dial spin right

Afterburners are kicked

RADAR: A screen that reveals the positions of enemy aircraft and any

siles

THE SIGHTS: An auto-locking cross-hair The F-14's on board computer

the target is locked on.

TITULAR EXPERIMENTS

As the name of the game indicates, the F 14 is loaded with an awesome Afterburner facility that is exploited whenever evasive action is called for. Hit the appropriate button and the F-14 streaks into the horizon leaving the doddering opposition to flounder in its wake!

LONG TERM REPORT

BREAKDOWN

PRESENTATION 80

▲ A mildly impressive Intro sequence featuring the F-14 Tom Cat in action.

▼ Once this is over it is dull enough to prevent any future viewings.

GRAPHICS 40

▼ Awful. Half of the screen is a bluish sheet of colour, the other is a primary school standard rendition of grass. The sprites are amongst the worst seen on the Megadrive. What a waste!

SOUND 56

▼ Dreadful. Some terrible music plays away and this is obliterated by a terrible bleeping sound accompanied by the mutterings of a man who sounds constipated. Another waste.

PLAYABILITY 19

▼ Very minimal indeed. more enjoyment can be had by simply watching the machine y'all.

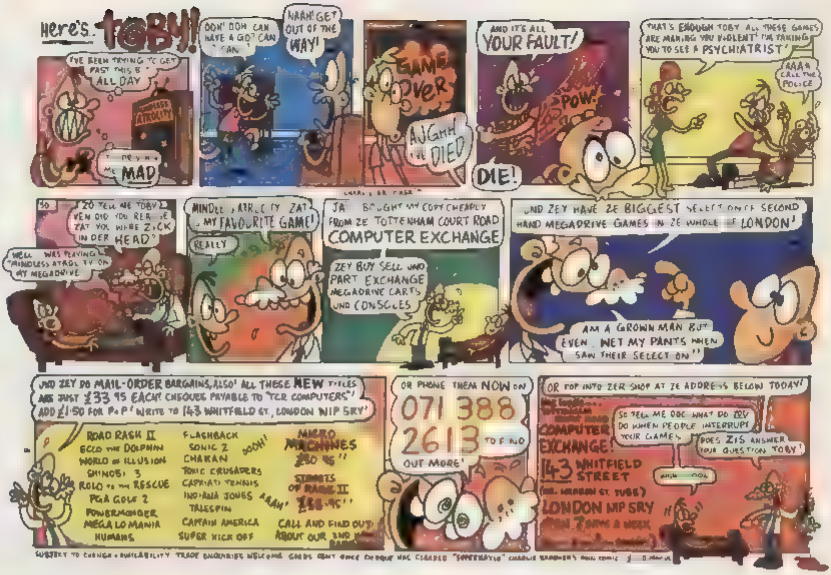
LASTABILITY 16

After the novelty value of the game had worn off, you would gladly run a mile, any a marathon, before being forced to play it again.

▲ Good exercise.

OVERALL 22

Afterburner III ranks as the biggest waste of potential we've ever witnessed on in a Sega game. Every aspect of the game is simply appalling. Whatever you do, DON'T BUY THIS!


Here's TOBY!
I'VE BEEN TRYING TO GET PAST THIS 8 ALL DAY
MAKE ME MAD
DON'T DOH CAN HAVE A GO! CAN I CAN
NANA GET OUT OF THE WAY!
GAME OVER
AJGHH I'M DIED
AND IT'S ALL YOUR FAULT!
POW!
DIE!
THAT'S ENOUGH TOBY. ALL THESE GAMES ARE MAKING YOU VIOLENT! I'M TAKING YOU TO SEE A PSYCHIATRIST!
AAAH CALL THE POLICE
SO
ZO TELL ME TOBY! VEN DID YOU REALISE ZAT YOU WERE ZICK IN DER HEAD?
WELL WAS PLAYING 'MINDLESS ATROCITY' ON MY MEGADRIVE
MINDLESS ATROCITY ZAT MY FAVOURITE GAME!
REALLY
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A Bluffer's Guid

Funny Price

A snip at 36.00ASCH in Austral And our Dutch friends will only have to fork out HFL 3 50

Title

A handy aid for shoppers! This famil arly robust typeface ensures one does not purchase an inferior brand (eg *The Daily Mail, Harry Secombe's Top Hymns Monthly, Improve Your Coarse Ploughing*, etc) from one's local newsvendor

Staple

Advanced state-of the-art artificial teflon-coated tungsten steel-style metal strip Two - free!! - with every issue

Barcode

Great news for little kids n Japan A complete mystery to everyone else

SMASH HITS Get with

de to Smash Hits

Date

Indicates fortnightly frequency!

Real Price

70p (in "new" money)

Famous Personalities

In this instance a group of lads with wispy beards, odd hats, nans' hairdos and hunkin' chests for the girlies. Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Milli Vanilli

Songbook

Inside! 12 pages of hit song lyrics and chart facts to pull out. Builds week by week! - into a comprehensive pile of booklets with hit song lyrics and, er, chart facts in!

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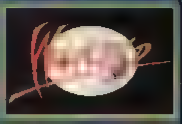
h it every fortnight.



1 PLAYER

WOLF CHILD

Most kids, on finding their dear ol' papa nobbed by a bunch of bloodthirsty psychopaths would throw a strop, hide under a table, sucking their thumbs or call in the cops. But not young Saul Morrow. Oh no, this precocious brat, on watching via security camera his dad being tortured and kidnapped from his research lab by the notorious terrorists, Chimera, he leaps headlong into his father's prototype of the perfect war machine and activates... Project Wolfchild.

Saul is instantly transformed into a half-man, half-beast warrior with awesome physical strength and the ability to leap huge distances. Armed with his trusty Chakram and his frequently fire-power Psi-Energy Gauntlets, Saul sets off on a quest to rescue his father and destroy the evil Chimera.

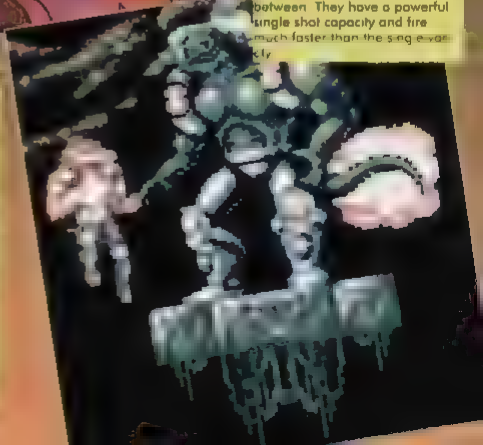
MUTHA MAIMING METHODS

At the time Saul changes into Wolfchild he's given unlimited usage of these beasts – these stay with you even when all else fails. But you can increase your mighty weapon (up to 99 maximum) by snatching up the various icons. Here's a run down of what's in store:

DOUBLE FIREBLAST: These weapons are few and far between. They have a powerful single shot capacity and fire much faster than the single ever did.

WOLFING IT UP

Although you start the game as a lad you should keep your eyes peeled for the nifty little power ups with lightning symbols on them. What's in them we don't know but it must be pretty potent stuff because a quick nibble of these is enough to put hairs on your chest – and your face – and legs and, all over really as well as making you spout fangs, have the constitution of an ox and become seriously hard. You remain in this state until enemy hits batter your vitality bar and reverts you back to a mere mortal. The maximum length of the vitality bar can be lengthened by picking up the EXTEND bonuses which allows you to take more hits as Wolfchild.



REVIEW

This little beast follows a set [illegible] and is perfect for rooting out enemies trying to hide below you

FLAMER Ideal for breaking up parties, the flamer ...ps cheerfully through anything that's not bolted down It stops only when it hits solid landscape

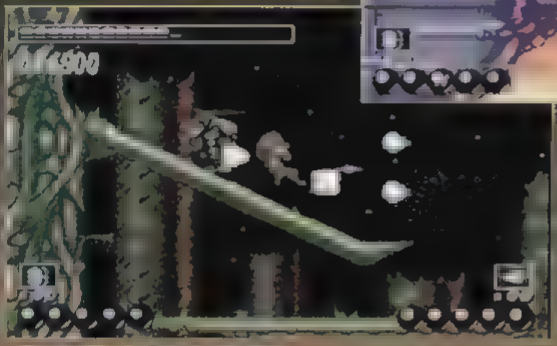
HOMER Nothing to do with the Simpsons but as it's name suggests homes in with deadly accuracy on all and sundry — there ain't nowhere they can ...

...BA... This zig-zags around until contact ...th the enemy and inflicts quadruple hits

...EE WAY This fires a stinging spray of three sin... ...t bullets

...ER The best weapon in the cache, the boomer swings around Saul's body like a boomerang and takes a double hit on anything it ... with

▼ Oh no, not again! Fly, fly you fool...



BLOOMING BONUSES

It's not just weapon pick-ups on hand to young wolfie-babes there's a heap of special bonuses available to give you a bit of oomph These include Point Bonuses which comes in various sized and coloured orbs the bigger the orb the higher the points Collect enough letter to form the word BONUS for 20 000 or EXTRA for an extra life Shield Bonuses give Saul limited invulnerability while restart bonuses must be collected throughout the game in order to start Saul from that spot rather than being dragged back to the beginning of the level when he snuffs it

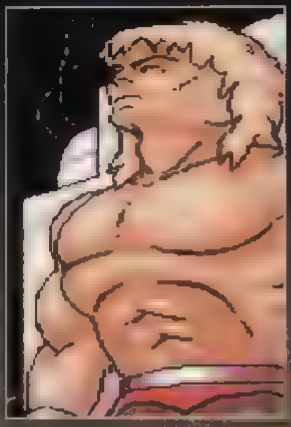
PLANT ONE ON ME

Watch out for the killer undergrowth, Marian! If there's one thing that's going to get right up Wolfgang's tail, then it's the mutant-schizoid death-dealing foliage that litters the second and third levels of the game These take the form of little mushroom like pods that have the unnerving habit of sprouting just when Saul is walking over them doh! However, as your parents will no doubt vouch, some greens are actually good for you And indeed, scattered throughout certain levels are various seed pods that strongly resemble, er, verdant mens bits actually That aside, these useful pods reveal an even more useful power-up when shot So think on next time you turn your nose up at sprouts

COMMENT

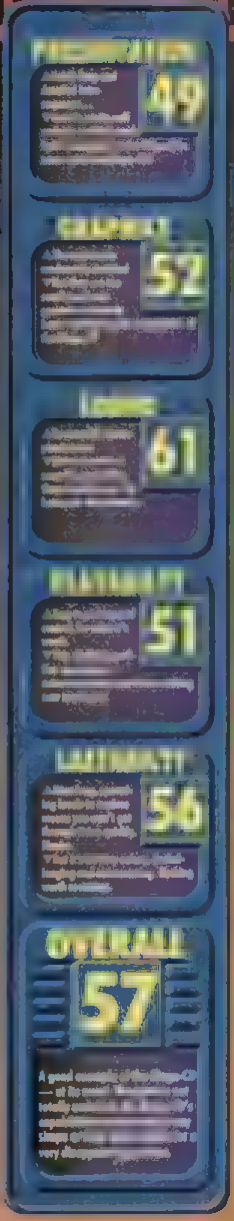
RICH JVC has got a great reputation for putting out predominantly class products; the Mega-CD's a class machine from which we're all expecting great things Put the two together and you'd expect a particularly fine package — unfortunately with Wolfchild you are dreaming on. This game's the epitome of Mr Average — looks okay, sounds okay, plays okay. Now on the Megadrive this situation is a slight disappointment, but on the Mega-CD it's an unforgivable travesty. There's so much that could have been exploited — at the very least the soundtracks — but instead we're just stuck with a dull, samey platform blaster which is about as interesting and fun as a mouldy carrot. It may sound as if I am being too harsh about a game which isn't really all that bad but there's nothing more annoying than average tripe being churned out to the hopeful public when, with only a little more effort, the products could be so much better. On this one though, I'd give it a miss.

REVIEW



COMMENT

ANDY Grrrll just don't see any point whatsoever in committing software of this dubious quality to Sega's latest and supposedly greatest piece of hardware. Fair enough, Wolfchild is quite a responsive game and is moderately enjoyable in places, but there's absolutely nothing about it which says Mega-CD. The graphics are unremarkable, although the comedy wolf transformation sequence where Wolfie looks like he's being kicked up his lycanthropic ass, is bound to bring a slight, if somewhat desperate, smirk. The sound too, unusually for a CD game, is completely average. Even the lengthy animated intro is just plain non-magnificent. There's nothing to Wolfchild which couldn't be done on the Megadrive, and indeed, hasn't already been done in games such as Turrican et al — and we all remember how great they were. So, whilst not quite the shambling disaster some of the earliest Mega-CD stuff was, Wolfchild is as unremarkable as Jaz having yet another motorcycle accident. Yawn!



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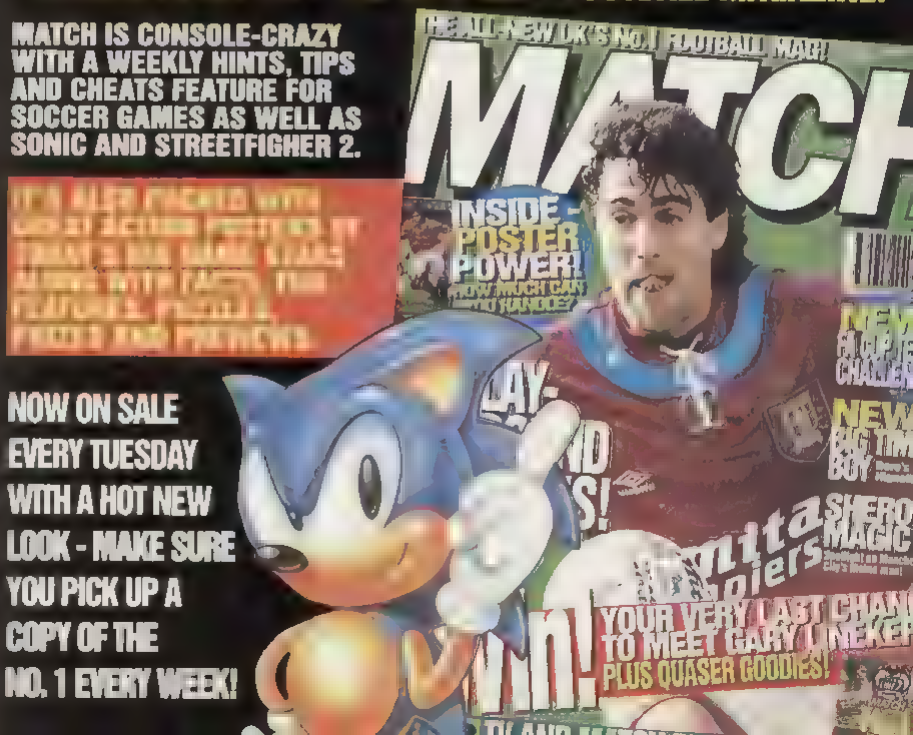
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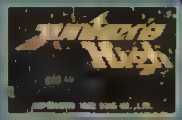


1 PLAYER

It is the 21st Century, but still the practice of driving automobiles dangerously at high

population.

race their fine motors. You are one of these drivers. It's your task to power-up your automobile and get racing! Standing between

stages of high-speed 3D action.

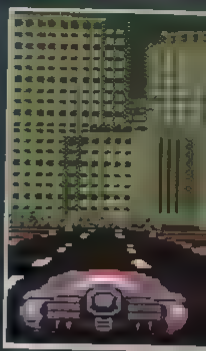
Can you complete each of the [illegible] tions within the allotted time limit? [illegible], will your performance [illegible] game of all: Outrun 2019?

OUTRUN 20

TOP GEAR

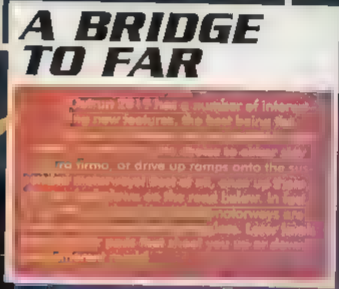
△ Get out of the road!!! Blimey, Sunday drivers, eh?

REVIEW



▲ Some of these buildings could do with a bit of a clean

A BRIDGE TO FAR



SNAP FEATURING TURBO B

COMMENT

Outrun 2019 is a cross between Outrun and the Super NES game, F-Zero. The game has got some very good ideas. I like the idea of the suspended motorways and the transparent roads — both of which are probably going to be copied. However, the game itself has a number of irritating faults. First of all, there's the fact that the game is so easy. In EASY and NORMAL modes, it's a doddle to complete. Only HARD has any challenge whatsoever. What a waste. I grew bored of the game very quickly. The only difference between each stage is the scenery — and even that is re-used God knows how many times during the game. Also, the gameplay itself is remarkably limited. Apart from overtaking other cars and taking corners, there's very little to keep you occupied. Outrun 2019's saving grace is that it is quite playable and easy to get into. The problem is, the enjoyment is just too short-lived. Other than besting your previous performances, there's nothing to bring you back

REVIEW

LONG TERM REPORT

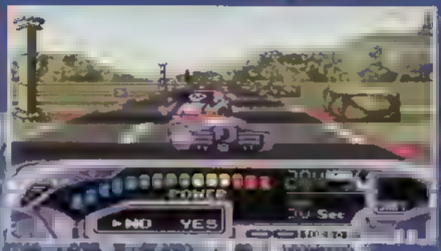
BREAKDOWN

OUTRUN 2019: OR IS IT

Junkers High

Junker's High. Only superficial differences from the normal...

I was lumbered with the task of having to do the frame grabs for this, presumably because Rich considered it too beneath him! So, recalling the travesty that was the original Outrun, it was with no little trepidation that I sat down to play... And, blow me if I didn't start sort of enjoying it! Outrun 2019 is by no means an impressive title, it is just middle of the road (groan!). The graphics are moderately detailed and do their jerky best to convey the speeds at which these futuristic cars are presumably supposed to travel. The music too takes the path of least resistance and bounces along happily enough, apart from the effects which are truly sad — the engine sounds like a hamster farting and the skidding effect makes you wonder who is doing the shooting. The gameplay is responsive and easy to get the hang of, but is lacking in any real challenge, although things get a little more interesting in the ramp-ridden later levels. All in all, a mediocre affair and, as such, I would recommend that players in search of high-speed thrills check out the excellent Super Monaco's I and II or Lotus Turbo challenge before you consider this



Here it is, the same car again. Move along.

That's your house, that is.

YOU'RE A RECORD BREAKER

title screen and then see your efforts have been

Roy C

McWhir

select the

RECORDS

and

PRESENTATION 77

LASTING APPEAL 75

GRAPHICS 57

ULTIMATE 72

PLAYABILITY 50

OVERALL 66

Outrun 2019 is packed with decent ideas and is quite playable, but the game is sadly let down by lacking variety and lasting appeal. Definitely mediocre entertainment.

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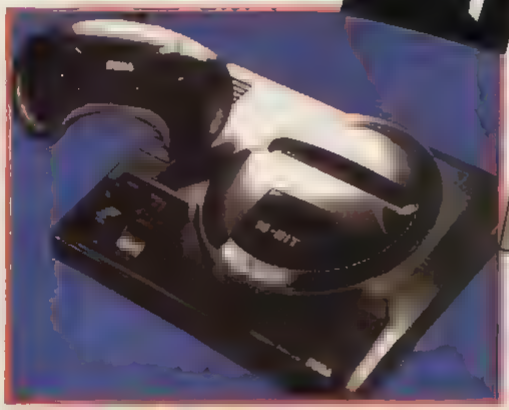

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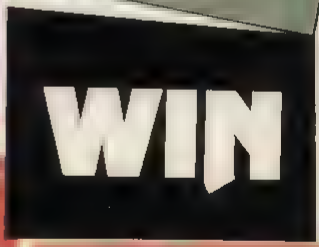

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LOOKBACK

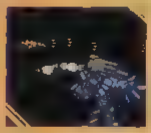
Welcome to Lookback where we jump aboard our time machine and travel back two years to see what we were reviewing then, and how those games would do today. The magazine under scrutiny is issue six, and the people wearing their shiny silver time-travelling suits are Rich and Jaz

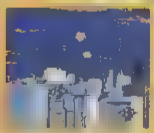
AEROBLASTERS

MACHINE: MEGADRIVE

BY: KANECO

Yet another horizontaly scrolling shoot 'em up, based on the moderately successful coin-op Oddly enough, Sega never officially released this game





WHAT WE SAID THEN

JAZ: Aeroblasters is a thoroughly enjoyable and good looking blaster which is well worth adding to your collection - as long as you haven't got several games of this type already

MATT: It certainly kept the MEAN MACHINES team occupied for a while, but it wasn't long before we were all going back to Gynoug for our shoot 'em up thrills

WHAT WE SAY NOW

JAZ: I'm not surprised that Sega never released this officially. Although it's fun, it's not very original, and there are loads of better horizontally scrolling blasters around — Hellfire, Gynoug, Thunderforce III and IV are just a few I can think of. Presentation, graphics and sound are fine, but the other marks should all drop by 15%.

RICH: As far as I'm concerned, unexceptional examples of this genre are the Last Train to Yawn Control. I'd knock 15% off each mark.

MATT: I mark easy games like this far harsher. Aeroblasters is okay, but as we said then Gynoug is the superior game.

SEGA REVIEW

DYNAMITE DUKE

MACHINE: MASTER SYSTEM

BY: SEGA

Blast meanies and collect power-ups in this playable conversion of the not really that-successful coin-op

WHAT WE SAID THEN

JAZ: I was kept at the Sega for a solid few hours before I thought it was time to write something about it

MATT: Hardened gamesters will find themselves completing this within a few goes

WHAT WE SAY NOW

JAZ: At the time this took me occupied for a few hours, but I wouldn't spend that much time playing it now. The shooting action has aged pretty badly and nowadays I'd knock 15% off all the ratings

RICH: This holds little interest for me now. Granted, it's fast and very playable, but it is way too easy. Take away 10% from each category and I'll be a tad happier with the review

DYNAMITE DUKE

MACHINE: MEGADRIVE

BY: SEGA

Just like the Master System version really. Blast meanies, collect power-ups and um... not a lot else really

WHAT WE SAID THEN

JAZ: It's very addictive at first but lacks lasting appeal. There are extra difficulty levels but really they don't make the game that much harder

MATT: Dynamite Duke fails to really enthral because it becomes very repetitive after a couple of days

WHAT WE SAY NOW

JAZ: Like the Master System version, this has aged badly compared with today's games. Once again, 15% off all the marks

RICH: Boring, boring, boring. This game was revolved now, it'd get 15% less in the playability, lastability and overall categories

Make for a worthwhile purchase?

STRIDER

MACHINE: MASTER SYSTEM

BY: TIERTEX

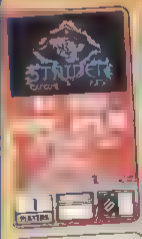
Capcom's legendary coin-op was converted on to the Master System and met with very a decided lukewarm reception from the MEAN MACHINES boys

WHAT WE SAID THEN

JAZ: As it stands even the biggest fans of the coin-op will be very disappointed

MATT: To say I'm disappointed with this is the greatest understatement of the year. Strider may have smooth scrolling and okay sprites but the playability's sadly lacking

WHAT WE SAY NOW



CYBORG

MACHINE: MEGADRIVE

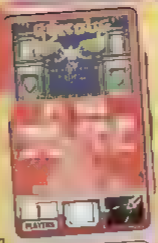
BY: SEGA

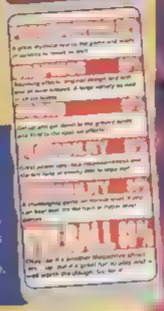
Scroll around the backdrops blasting the bio-mechanical meanies and generally kicking xenomorph ass (as we like to say)

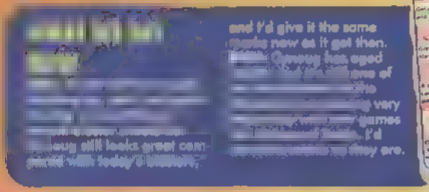
WHAT WE SAID THEN

JAZ: Cyborg is packed with playability and sports some stunning graphics

MATT: Hellfire is slightly more playable, but if you're a shoot 'em up junkie who has tired of that classic, check this out







and I'd give it the same thumbs now as it got then. Cyborg has aged ... one of the ... very ... games ... I'd ... still looks great compared with today's ... they are.

CALIFORNIA GAMES

MACHINE: MASTER SYSTEM

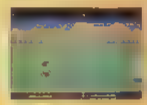
BY: SEGA

Become a Californian surfing dude with the aid of this classic cart which simulates Half pipe, foot bagging, surfing, skating, BMX and the fine sport of the flying disc

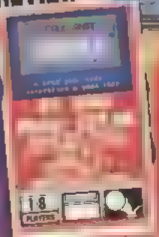
WHAT WE SAID THEN

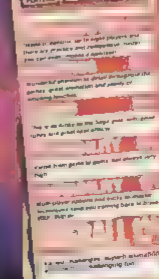
JAZ: I've played California Games more than any other Sega game — it's tough, challenging and very addictive

MATT: The array of sub-games and the skills needed for each event in California Games makes this one of the best multi-player games about



SEGA REVIEW





PACMANIA

MACHINE: MASTER SYSTEM

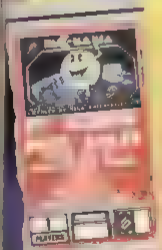
BY: TECMAGIK

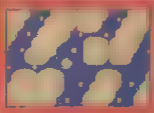
PacMan is an arcade classic and this sequel is exactly the same but in 3D! Oh and you can jump over the ghosts as well. Crikey.

WHAT WE SAID THEN

JAZ: It's incredibly slick with fast, smooth and colourful graphics and really addictive gameplay

MATT: This has to rate alongside Gauntlet as the most outstanding Master System conversion yet!





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...paremia. His rainbow power ...enables him to blast meanies ...and construct new platforms ...for him to climb!

...just waiting to kick the cack... ...out of Bubi! You'll need all ...your cunning and instinctive ...reflexes to survive! ...Here's our first look at the...

▲ *Listen pal! This rainbow's loaded and I'm not afraid to use it!*

RAINBOW ISLA

Promises, promises honey!

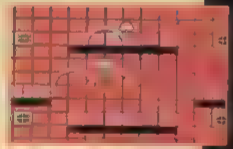
Good shot old chap!

BY: SEGA			PRICE: TBA
1 PLAYERS			RELEASE: MARCH

Rainbow Central

Phwoaar! Watta chopper!

ANDS



Hmm, nice pair of bumps!

Can I have your autograph?

SPIDER-MAN

REVENGE OF THE SINISTER SIX

Marvel's 30-year-old web-slinger is back in action on the Game Gear! This time, Spidey's in real trouble. His arch-nemesis, Dr Octopus, is planning a ruthless scheme to take over the entire world! To aid his cause, he's brought in some of Spider-Man's deadliest enemies, including Hobgoblin, Sandman, Electro, Mysterio and the Vulture.

What this generally boils down to is a scrolling, web-slinging violence fest, as Spidey traverses the levels, punching and kicking the seven shades out of the Sinister Six's warped minions in his quest for justice.

Comic fans may be quite pleased to discover that Revenge of the Sinister Six is based on an actual comics series in the Spider-Man magazine (although in the comic it took Spidey plus the Hulk, Deathlok AND the Fantastic Four amongst others to save the day, and they don't crop up in the game! — Rich)

Any road up, Spidey's finished and ready for review. What's more it's looking right tasty with some decent graphics and smooth, fluid action. But is the game any good? Look out for next month's MEAN MACHINES, for it contains the answer to that very question.

BY: ACCLAIM | PRICE £29.99 | 1 PLAYERS | RELEASE APRIL

CRASH DUMMIES

If like us you're sick to death of rescuing poxy princesses and spending all your time saving yourself from a fate worse than life, get into this great new Game Gear experience from Acclaim — Crash Dummies.

As the name suggests, you play the kind of dummy who used to go screeching through windscreens in various road safety ads the ones that encouraged you to go Clunking and Clicking Every Trip like a deranged chicken.

Vince and Larry the two wise-cracking dummies have got themselves jobs as stuntmen and in their whacky world, far from saving your skin you must do everything possible to smash your self to pieces.

Dabble with death as you leap with sad abandon off skyscrapers, test out new cars and yes, you've guessed it, smash headlong into brick walls, try out treacherous ski slopes, work in a bomb factory and then, as the fait accompli, coax a guided missile towards its target. Naturally, there's not much that can harm you since you're just one off from a scrawny scarecrow, stuffed with straw but watch out for fire because because that snuff you out like a candle.

From what we've seen so far, this game is graphically a goody. As to the gameplay, the idea is certainly refreshingly original and seems to be really yuuu fun but watch future issues for a full update.

BY: ACCLAIM | PRICE £29.99 | 1 PLAYERS | RELEASE APRIL

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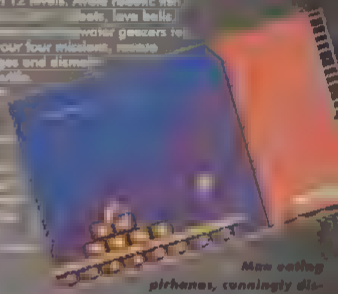
JAMES BOND THE DUEL

Dice with death, fondle a few bimbos, curdle your liver with excess martinis, save the world and still get home in time for Eldorado with this spy-catching new Master System offering from Domark



Man eating piranhas, cunningly disguised as cute little goldfish!

Okay Bond, hand it over, I know you've got a girl in there!

Heavy boxes keep falling on my head... tra la la!

BY: DOMARK | PRICE: £32.00 | 1 PLAYER | RELEASE: APRIL

PREVIEW

KRUSTY'S FUN HOUSE

...so why ... topics of Krusty's Fun House, since it's been out ages ... until your eyes are deceiving you ... cause these are screenshots from the MASTER SYSTEM version of the game! You may be forgiven, though, because ... amazing ... to the 16-bit originators makes ... difficult ...

For those who missed the Fun House capers the first time round, Krusty's is a maze platform game with strategy overtones ... that means ... it's basically a groovy game with ... loads of action. You are Krusty the Klown, traditional provider of entertainment for the Simpson family, and your objective is to clear the Springfield Fun House of the assembled vermin who have shacked up there. For this massive mammoth task, you have made a pact with the Simpsons, and they are helping you by constructing elaborate machines to dispose of ...

Your ... to guide the rats to the machines, ... jumping them over walls ... avoiding ... through pipes. The Fun House is split into four levels, each ... divided into ten chambers. The last chamber to each level holds the key to the exit, and a ... word code, allowing ... to carry ... where you left off. As levels progress, the exotic backdrops and peculiar enemies are constantly changing, as the puzzles are becoming harder. Diversity is the name of the game, ... and mirrors ... jumping pads ... and snakes ... next, it's futuristic metallic ... rooms patrolled by laser 'droids.

This bizarre and original mix of ... has ... the impressive ... from the Mega Drive in ... MEAN MACHINES last year, and was ... dubbed a 'damn ... the game'. What ... dizzying heights ... in store for the Master System version? Read ... the very next issue of ... this particular ... magazine and discover for ...

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[redacted]

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UK MEGADRIVE for sale with Sonic 1, WWF Flying Edge and Ecco The Dolphin 1 joypad and a technopluss joypad. Sell for £130 but would like to swap for Super Nes with 2 joypads and 1 decent game. Ring Rich (0964) 814988 Hull

GAME BOY plus 17 games including Tetris, Tennis, Dr Mario, Alleyway, Motorcross Maniacs for sale £90 or swap for Game Gear plus games. Phone after 4pm. (0350) 50599

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MEGADRIVE GAMES, Mickey and Donald, Alien 3, Tazmania all UK £25 each. Sonic 2 (Jap) £25, Rolling Thunder 2 (Scart), £25 and Super Off Road £18. All games are boxed with instructions. Please call 081 778 2982 after 7pm (John)

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NES for sale with 2 controllers, 2 games: Super Off Road, SMB 1, Light Gun, Robot and accessories, mint condition. All boxed and instructions, quick sale £70 ono or swap for Megadrive with 1 controller. Phone after 4pm weekday 081 [redacted]

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[redacted] joypad, 6 games including Sonic II, Asterix and The Simpsons, excellent condition £120. Tel: (0736) 710774 after 6.30pm

AMIGA 500+ under guarantee still boxed, loads of popular games, 1 joystick, mousemat, many blank disks, £250 ono. Phone after 5pm 051 548 2684

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GAMES for Megadrive, James Bond II, Streets of Rage, Wrestle War £20 each, Snes Supper Contra £25, Nes SMB 2, Gremlins 1, Double Dragon, £20, Track & Field 1, Double Dribble £16. Cleaning kit, Gameboy £5. Write to Kevin Lampard, 25 Scott Avenue, Gt Amwell, Stanstead Abbotts, Herts, SG12 8BG

JAP MEGADRIVE 3 games, 2 joypads, power stick, massive stereo speakers + amplifier, 5" speakers with PSU, all can be connected to Megadrive simultaneously, 4 socket adaptor a/v + scart leads, mags + more. Worth £900+, sell for £350. Tel: (0734) 863651 (Reading)

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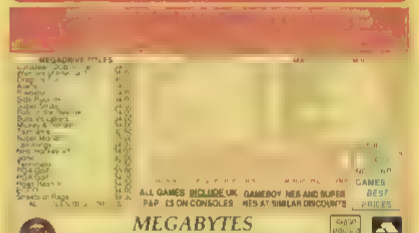

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ADVERTISEMENT INDEX

AXL	61	KRAZY KONSOLES	31
ARCADE SOFTWRAE	56	LONDON RECORDS	19
CABCON	94	MICROTRONICS	39
CONSOLE MANIA	67	POWER PLUS	56
DATAGEM	109	Q.D. ENTERPRISES	91
DRAGON GAMES	61	Q & A	9
DOMARK	25	RING A ROUND	71
DREAM MACHINES	71	SPECIAL RESERVE	IBC
ELECTRONIC ARTS	IFC, 3	SPECTRA VIDEO	51
FASTRAM	31	SHEKHANA	94
GAMES GALORE	112	SONIC SHOP	61
GUIDING LIGHT	39	SWAP A GAME	71
GAMEPLAN	8	SHERTON MARKETING	56
HOME GROWN	31	TOTTENHAM COURT RD	
INFO MEDIA SERVICES	55	COMPUTERS EXCHANGE	77
INFORMATION VENDORS	87	UNIVERSAL GAMES	39
INSTAMEC	56, 31	V RGIN	OBC
IDEAL ELEC GAME SHOW	43	WACKY WORLD	77

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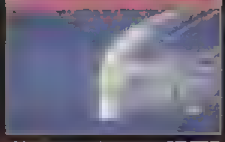

GAME INDEX

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